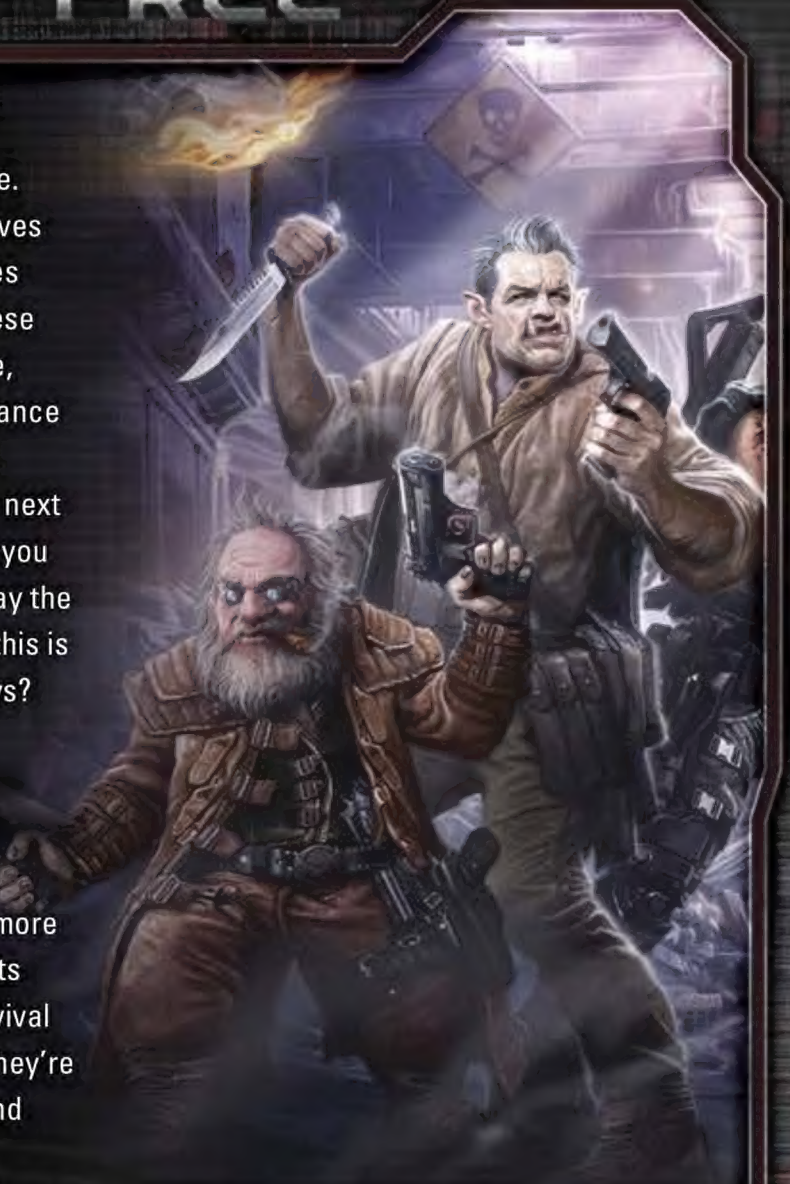
SHADOWRUN

RUN & GUN

CATALYST game labs

CORE COMBAT RULEBOOK

NOTHING IS FREE



Guns and ammo cost nuyen. Mastering martial arts takes time. And learning how to use explosives without blowing yourself up takes patience and a steady hand. These weapons and more are out there, waiting for you. You have the chance to use them to become deadlier, faster, more dangerous than the next guy—and more dangerous than you were yesterday. You'll have to pay the price to get what you want, but this is the Sixth World. Don't you always?

is the core combat

containing more weapons, more armor, more modifications, and more game options such as martial arts and unit tactics. Explosives, survival gear, specialized techniques—they're all here! Break the book open and

SHADOWRUN

Under License From

CATALYST game labs™

topps

© 2014 The Topps Company, Inc. All rights reserved. Run & Gun, Shadowrun, and Matrix are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC. Printed in the USA.

RUN & GUN
CATALYST
game labs

TABLE OF CONTENTS

CATSPAW 6

FIGHT FOR YOUR LIFE 10

WHAT YOU DON'T KNOW KILLS YOU 11
- **Sensei's Thoughts On: Fighting** 12
- **On Weapons** 13
- **On Armor and Protection** 14
- **On Tactics and teamwork** 15
- **On Manhandling and Skullcracking** 15
- **On Things That Go Boom** 16
- **On 'Sneaky Bastards'** 16
- **Final Thoughts** 17

ARSENAL 18

BLADES 18
- Highland Forge Claymore 18
- Horizon-Flynn Rapier 18
- Victorinox Memory Blade 19
- Ares "One" Monosword 19
- Cougar Fineblades 20

CLUBS 20
- Nemesis Arms Maul Stun Staff 20

EXOTIC MELEE WEAPONS 20
- Garrote 20
- Ares "Queen of Hearts" Monofilament Garrote 20
- Bullwhip 20
- Ash Arms Combat Chainsaw 21
- Ash Arms Monofilament Chainsaw 21

IMPROVISED MELEE WEAPONS 22

RANGED WEAPONS 22
- Aquadyne Shark-XS Harpoon Gun 22
- Ranger Sliver Pistol Crossbow 23
- Ares Giantslayer Slingshot 23

ARROWHEADS 23
- Barbed Head 23
- Explosive Head 23
- Hammerhead 24
- Incendiary Head 24
- Screamer Head 24
- Stick 'n' Shock 24
- Boomerang 24
- Harpoon/Javelin 24
- Net 24
- Cavalier Arms Urban Tribe Tomahawk 25

EXOTIC RANGED WEAPONS 26
- Ares Screech Sonic Rifle 26
- Blowgun 26
- Bolas 26
- Nemesis Arms Suruchin Monofilament Bolas 26
- FN-AAL Gyrojet Pistol 26
- Mortimer of London "Trafalger" Gun Cane 27
- SA Retiarus Net Gun 28
- Tiffani Élégance Shooting Bracers 28

TASERS 29
- Cavalier SafeGuard 29
- Tiffani-Defiance Protector 29

HOLD-OUTS 30
- Fichetti Tiffani Self-Defender 2075 30

LIGHT PISTOLS 30
- Fichetti Executive Action 30
- Shiawase Arms Puzzler 31
- Nitama Sporter 31

HEAVY PISTOLS 32
- Cavalier Deputy 32
- PSK-3 Collapsible Heavy Pistol 32
- Savalette Guardian 33
- Onotari Arms Violator 33

MACHINE PISTOLS 34
- PPSK-4 Collapsible Machine Pistol 34
- Onotari Arms Equalizer 34
- Ultimax 70 35

SUBMACHINE GUNS 35
- Ares Executioner 35
- HK Urban Combat 36

ASSAULT RIFLES 36
- AK-98 36
- Ares HVAR 37
- HK XM30 37
- Nissan Optimum II 38

SNIPER RIFLES 38
- Terracotta Arms AM-47 38
- Onotari Arms JP-K50 39
- Pioneer 60 39
- Barret Model 122 40

SHOTGUNS 40
- Auto-Assault 16 40
- Mossberg AM-CMDT 41
- Franchi SPAS-24 41
- Remington 990 42

MACHINE GUNS 42
- GE Vindicator Mini-Gun 42
- SA Nemesis 43
- FN MAG-5 43
- Ultamax MMG 44
- Ruhrmetall SF-20 44
- Ultamax HMG-2 45

CANNONS/LAUNCHERS 45
- Ares Thunderstruck Gauss Rifle 45
- Ogre Hammer SWS Assault Cannon 46
- Ares Vigorous Assault Cannon 46
- Onotari Arms Ballista MML 46
- Mitsubishi Yakusoku MRL 47

LASER WEAPONS 47
- Ares Redline 48
- Ares Lancer MP Laser 48
- Ares Archon Heavy MP Laser 49

FLAMETHROWERS 49
- Shiawase Blazer 50

WEAPON ACCESSORIES 50

AMMO 54
- EX-Explosive 54
- Frangible 54
- Flare 55
- Tracker 55
- Capsule 55

ARMOR & PROTECTION 56

WHY WE WEAR IT 57

HIGH-FASHION ARMOR CLOTHING 57
- Armanté 57
- Mortimer of London 58
- Vashon Island 58
- Zoé 61
- Executive Suite 61
- Heritage 61
- NightShade/Moonsilver 62
- Second Skin 63
- Ares Victory 63

SPECIALTY ARMOR 65
- Form-Fitting Body Armor 65
- Hardened Mil-Spec Battle Armor (Light, Medium, Heavy) 66
- Security Armor (Light, Medium, Heavy) 67
- Bike Racing Armor 68
- Bunker Gear 69
- Riot Control Armor 69
- SWAT Armor 70
- SecureTech PPP 70
- Body Armor Bag 70
- Chain Mail 71
- Padded Leather Armor 72
- Ares FlaShield 72
- Murder Armor 72
- Forearm Guards 73
- Ballistic Mask 74

Environmental Protection 74
- Universal 75
- Ghillie Suit 75
- Ares Armored Survivalist 75

Heat 75
- Desert Suit 75
- Snake Mesh Socks 76

Lack of Heat 76
- Coldsuit 76
- Polar Survival Suit 76
- Ares Arctic Forces Suit 77
- Ares Armored Coldsuit 78
- Ares Polar Sneak Suit 78

The Great Blue Mystery 79
- Enclosed Breathing Helmet 79
- Full Face Mask 79
- Drysuit 79
- Diving Armor 80
- Arctic Diver Suit 80

Space, the Moon, or Mars 80
- Evo HEL Suit 81
- Spacesuit 81
- Security Spacesuit 81
- Evo Armadillo Armored Space Suit 82
- Magnetic Boots 83
- Survival Bubble 83
- The Nasty Spots 83

CUSTOMIZATIONS AND OPTIONS 84
- Auto-Injector 84
- Fresnel Fabric 84
- Pulse Weave 84
- Shock Weave 84
- Universal Mirror Material 84
- YNT SoftWeave Armor 84
- Radiation Shielding 84
- Ruthenium Polymer Coating 85
- Gel Packs 85
- Responsive Interface Gear (RIG) 85

TACTICS & TOOLS 88

SIXTH WORLD COMBAT TACTICS 89
- **What Came Before** 89
- **"Geek the Mage First"** 89

Warfare Gone Digital 90
REALITIES OF TACTICAL TEAMWORK 91
Building the Team 91
Team Types 91
Know Your Role 92
Small Unit Tactics: Basics 94
Mission 94
Operations 94
Maneuver Considerations 95
Offense and Defense 95
"By the Book" 96
The Military 96
Law Enforcement and Security 97
Shadowrunners 97
Criminals and Gangs 97
APPLYING THE LESSONS 98
Combat Teamwork 98
Combat Maneuver Tests 98
Combat Maneuvers 99
Bounding Overwatch 99
Counter Peal 99
Crossfire 100
Diamond Formation 100
Dog Pile 100
Dynamic Entry, standard 100
Dynamic Entry, "Chuck and Charge" 100
Fire Shield 100
Marching Fire 101
Slicing the Pie 102
Traveling Overwatch 102
THE TOOLS OF THE TRADE 103
Personal Integrated Tactical Network 104

KILLSHOTS AND MORE 106

PUTTING THE HURT ON 107
Options for Deadlier or Less Lethal Combat 107
RG1: No Action Phase Attack Limit 107
RG2: Target Size Modifiers 108
RG3: Movement Penalties by Speed 108
RG4: Alternate Initiative 108
RG5: Putting Bullets Around Armor 109
RG6: Damage for No Defense 110
More Called Shots 110
Ammo-Specific Called Shots 111
Blast out of Hand 111
Break Weapon 111
Dirty Trick 111
Disarm 111
Entanglement 111
Feint 111
Knock Down 112
Pin 112
Reversal 112
Shake Up 112
Splitting Damage 112
Specific Target 112
Trick Shot 112
Location, Location, Location. 112
Ankle 112
Ear 112
Eye 113
Foot 113
Forearm 113
Genitals 113
Gut 113
Hand 113
Hip 114
Jaw 114
Knee 114
Neck 114
Shin 114
Shoulder/Upper Arm 114
Sternum 114
Thigh 115
Vehicle 115
Ammo Whammy! 115
Bellringer 116
Bulls-Eye Double-Tap/Burst 116
Down the Gullet 116
Extreme Intimidation! 116
Finger Popper 116
Flame On! 116
Flash Blind 116
Here's Muck in Your Eye! 116
Hit 'em Where It Counts 116
Light 'em Up 116
More Muck, Better Duck! 117
Nasty Finger Prick 117
On Pins and Needles 117
Ricochet Shot 117
Shake, Rattle, and BOOM! 117
Shake, Rattle, and Pop! 117
Shredded Flesh 117
Spinner 117
Tag! 117
That Hit the Spot! 117
Through and Through … and Into 117
Troll Finger Popper 118
Up the Ante 118
Warning Shot 118
More actions! 119
Aimed Burst 119
Ballestra 119
Brain Blaster 119
Clinch 119
Charge Attack 120
Double-Tap 120
Escape 120
Enhanced Suppression 120
Evade 120
Finishing Move 120
Flechette Suppressive Fire 120
Flying Kick 121
Full Offense 121
Half Sword 121
Haymaker 121
Herding 121
Iaijutsu 122
Interception 122
Kip-Up 122
Playing Possum 122
Pouncing Dragon 122
Pre-emptive Block 122
Pre-emptive Dodge 122
Pre-emptive Parry 122
Push/Shove/Sacrifice Move 123
Reading the Defense 123
Subduing 123
Throw Person 123
Touch-Only Attack 124
Interrupt Actions 124
Block 124
Counterstrike 124
Dive for Cover 124
Dodge 124
Full Defense 124
Parry 124
Reversal 124
Right Back At Ya! 124
Run for Your Life/Dive on the Grenade 125
Sacrifice Throw 125
Riposte 125
Protecting the Principle 125
Shadow Block 125
Combat Edge 126
Lucky Move 126
Miracle Shot 126
Lucky Duck 126
Sixth Sense 126
Lucky Cover 126
NEW QUALITIES 127
Positive Qualities 127
Acrobatic Defender 127
Agile Defender 127
Brand Loyalty 127
One Trick Pony 127
Perceptive Defender 127
Sharpshooter 127
Too Pretty to Hit 127
Negative Quality 127
Combat Junkie 127
MARTIAL ARTS 128
Martial Art styles 128
It's All About How and Where You Hit 128
52 Blocks 128
Aikido 128
Arnis De Mano 128
Bartitsu 128
Boxing (Brawler Style) 129
Boxing (Classic Style) 129
Boxing (Swarmer Style) 129
Capoeira 129
Carromeleg 129
Chakram Fighting 129
Drunken Boxing 130
Fiore dei Liberi (Two Weapon Sword Fighting) 130
Firefight 130
Gun Kata 130
Jeet Kune Do 130
Jogo Du Pau 130
Jujitsu 131
Karate 131
Kenjutsu 131
Knight Errant Tactical 132
Krav Maga 132
Kunst des Fechtens (Longsword Fighting) 132
Kyujutsu 132
La Verdadera Destreza (Rapier Fighting) 132
Lone Star Tactical 132
Muay Thai 133
Ninjutsu 133
Okichitaw 133
Parkour 133

Pentjak-Silat 133
Quarterstaff Fighting 133
Sangre y Acero 133
Tae Kwon Do 133
The Cowboy Way 133
Turkish Archery 134
Whip Fighting 134
Wildcat 134
Wrestling (Sport Style) 134
Wrestling (Sumo Style) 134
Wrestling (Professional Style) 134
Wrestling (MMA Style) 135
Wudang Sword 135
Martial Art Techniques 135
Ballestra 135
Barbed Hooks 135
Bending of the Reed 135
Broken Fang 135
Called Shot (Break Weapon) 136
Called Shot Disarm 136
Called Shot Entanglement 136
Called Shot Feint 136
Called Shot Pin 136
Chin Na 136
Clinch 136
Close Quarter Firearms 136
Close Quarter Defense Against Firearms 137
Constrictor's Crush 137
Counterstrike 137
Crushing Jaws 137
Defiant Dance 137
Dim Mak 137
Finishing Move 137
Flying Kick 137
Full Offense 137
Grasping Vines 137
Half Sword 137
Hammerfist 138
Haymaker 138
Herding 138
Iaijutsu 138
Imposing Stone 138
Jiao Di 138
Karmic Response 138
Kick Attack 138
Kip-Up 139
Knucklebreaker 139
Leaping Mantis 139
Monkey Climb 139
Multiple Opponent Combat 139
Multiple Opponent Defense 139
Oaken Stance 139
Opposing Force 139
Releasing Talons 139
Randori 140
Riposte 140
Rooted Tree 140
Sacrifice Throw 140
Shadow Block 140
Silken Storm 140
Soaring Shackles 141
Stagger 141
Pouncing Dragon 141
Rolling Clouds 141
Sweep 141
Throw Person 141
Thunder Strike 141
Ti Khao 141
Tricking 141
Two-Headed Snake 141
Two-Weapon Style Attack 141
Two-Weapon Style Defense 141
Yielding Force 141
FIXIN' ALL THE BROKEN DREK 143
Making the Blind See and the Deaf Hear 143
Broken Weapons 143
All the Other Broken Drek 143

STAYING ALIVE 144

INTRODUCTION 145
WORLDLY HAZARDS 145
Heat 145
Environment Severity 146
Perspiration and Dehydration 146
Sunburn 147
Radiant Heat 148
Killing Frost 148
Environment Severity 148
Physical Damage from Cold 149
Perspiration and Cold Damage 150
Injury Modifiers, Environmental Effects, and Cold Damage 150
Pollution 150
Environment Severity 151
Radiation 152
Environment Severity 152
Extreme 153
Healing Radiation and Pollution Damage 153
Beneath the Seas 156
Fatigue from Environment 156
Troubles in the Deep 156
Underwater Combat 158
Magic of the Sea 158
Spirits 159
Above the Skies 161
Matrix Lag 161
Gravitational Complications 161
Space Combat 162
Action Modifiers 162
Damage Modifiers 162
Movement 163
Falling Damage 164
Recoil 164
Range 164
Throwing Weapons 164
Defense 164
Bigger Problems 165
Decompression 165
Suit Leaks 165
Hull Breaches 165
Long-Term Effects 165
Magic 168
QUALITIES 169
Negative Qualities 169
Blighted 169
Earther 169
Positive Qualities 169
Radiation Sponge 169
Rad-Tolerant 169
Spacer 169

BLOW UP GOOD 170

ADVANCED DEMOLITIONS 171
Homemade Versus Commercial Grade 175
Explosions and Background Count 177
Time Frame for Building Charges 178
RULES FOR TAKING DOWN BUILDINGS 180
Step 1: Identify Amount of Explosives Needed 180
Step 2: Make the Demolltions Tests 182
Step 3: Planting the Explosives and Detonating 183
RULES FOR EXPLOSIVES AND VEHICLES 185
Car Bombs for Property Damage 185
Car Bombs as Tools for Assassins 187
Disabling Vehicles 189
Erasing Explosive Fingerprints 189
Using Explosives with Drones 189
RULES FOR BREACHING/CUTTING 191
Breaching Charges 191
Cutting Charges 192
COOKING EXPLOSIVES 192
EXPLOSIVES 193
Ammonium Nitrate 193
ANFO 193
Detonating Cord 193
Dynamite 193
Gunpowder 193
Linear Cutting Charge 194
Liquid Explosives 194
Nitroglycerine 194
TNT 194
DETONATORS 194
Blasting Cap 194
Electrical Detonator 195
Optical Detonator 195
Pull Detonator 195
Push Detonator 195
Radio Detonator 195
Timer Detonator 195
EXPLOSIVE ACCESSORIES 196
Anti-Removal Modifications 196
Atomizer 196
Exploder 196
Hard-Shell Briefcase (Hermetically Sealed) 196
Safety Fuse 197
GEAR QUALITIES 197
Counterfeit 197
Defective 197
Hot 197

HOSTILE EXTRACTION 198

RUN & GUN TABLES 202

SPECIAL DEDICATION

In memory of Steven A. Tinner (GM to the Stars), who certainly would have been able to use the gear and tactics in this book to make life for his players even harder.

RUN & GUN CREDITS

Writing: Raymond Croteau, Jason M. Hardy, John Helfers, Robyn "Rat" King, Adam Large, Scott Schletz, R.J. Thomas, Michael Wich, Thomas Willoughby

Additional Contributions: David Ellenberger, Steven "Bull" Ratkovich

Editing: Kevin Killiany, Philip A. Lee, Andrea Rebholz

Art Direction: Brent Evans

Cover Art: Victor Manuel Leza Moreno

Cover Layout: Matt Heerdt

Iconography: Nigel Sade

Interior Art: Nate Abell, Marius Andrei, Piotr Arendzikowski, Gordon Bennetto, Echo Chernik, Victor Perez Corbella, Phil Hilliker, David Hovey, Ian King, Ben McSweeney, Victor Manuel Leza Moreno, Mark Poole, Rob Ruffolo, Andreas "AAS" Schroth

Interior Layout: Matt "Wrath" Heerdt

Shadowrun Line Developer: Jason M. Hardy

Playtesting: Dylan Avery, Aaron Brosman, Stephen Brown, Kurt Fryzek, Jeff McLane, William Murray, Anthony Presbitero, John Rogers, Scott Schletz, Charles "Nick" Zaffery

Proofreading: Raymond Croteau, Lars Wagner Hansen, Mason Hart, Adam Large, Scott Schletz, R.J. Thomas

© 2014 The Topps Company, Inc. All Rights Reserved. Shadowrun, Matrix, and Run & Gun are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. No part of this work may be reproduced, stored in a retrieval system, or transmitted in any form or by any means, without the prior permission in writing of the Copyright Owner, nor be otherwise circulated in any form other than that in which it is published. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

First Printing by Catalyst Game Labs, an imprint of
InMediaRes Productions, LLC
PMB 202 • 303 -91st Ave. NE, E-502
Lake Stevens, WA 98258

Find us online:
info@shadowruntabletop.com
(*Shadowrun* questions)
http://www.shadowruntabletop.com
(Catalyst *Shadowrun* website)
http://www.shadowrun.com
(official *Shadowrun Universe* website)
http://www.catalystgamelabs.com
(Catalyst website)
http://shop.catalystgamelabs.com
(Catalyst/Shadowrun orders)

CATSPAW

Just one more.

That's all, just one more.

Not yet.

La Gata—yeah, like she even deserved that name anymore—crouched behind cover and waited. Her teeth clenched as another flutter ran through her arm, spidering upward until it reached the meat where it joined her shoulder and sent an involuntary twitch through her left side. Closing her fingers around her battered Ingram, she forced herself not to think of what waited nestled in the pouch inside her armored jacket.

Not yet.

The whole run was a setup. It had to be. She cursed herself for not realizing it—but then, she'd hardly been in a position to bargain, had she?

Grue was dead, all that expensive headware just so much decoration joining the offensively inoffensive corporate holo-art on the wall near the door where they'd gotten in. Drake was dead too—"geek the mage first" was a philosophy still alive and well among your standard-issue corpsec types, probably because he'd scared the drek out of them slinging all that lightning around like some kind of flashy idiot.

That was what she had to work with these days. *Oh, how the mighty have fallen*. Once, she'd run with the best. Those days seemed so long ago now, but it was true. And now here she was, fighting for her life with a dwindling collection of misfits and social deviants, knowing that barring a miracle, none of them was going to get out of here alive.

From his command center, security chief Thomas Barbour watched the monitors as his team cut down two of the intruders. He flicked between views with a twitch of his mind, his contempt growing as he took in their mismatched, outdated armor, their pathetic lack of organization, the way half of them scattered when Miller's team had taken out their mage and their decker. These were nothing but street scum. What the hell were they even *doing* here?

He hadn't even needed the anonymous tip someone had called in an hour ago—a call he'd traced back to someplace in downtown Seattle before he'd lost the trail. Who needed tips when the intruders had practically announced themselves with AR fanfare and fragging skywriting?

Amateurs. They didn't make runners the way they used to. Not anymore. Not like the old days.

Still—never assume anything. That kind of thinking got you dead. Just because he'd gone over the wall didn't mean he'd lost his instincts from his days in the shadows. He still missed those days. The unpredictability had been a rush for his active mind. *Almost like a drug.*

He shivered a little at that thought: now wasn't the time to dredge up old memories, and especially not *those* old memories. He glanced at the holopic above his monitors. The pretty young woman and the baby boy in her arms grinned out at him. He smiled back at them, reminding himself that Celeste had asked

BY ROBYN 'RAT' KING

him to pick up some diapers when he got off shift. He sent the reminder to his personal commlink and waited for Miller to report back.

×

It was supposed to be a milk run. Gata knew better than that—there was no such thing as a "milk run" when the lead and the mojo were flying—but it was billed as a quick in-and-out job. Get in, grab a prototype from the lab, get out. Fifteen minutes, tops, from entry to getaway.

Fifteen minutes, even babysitting the losers she'd been saddled with for a team. Fifteen minutes, and everything would change. Debts clear, slate erased. She'd get herself clean and be back on top where she belonged.

Somebody had tipped off security.

She should have known Grue wasn't good enough to get them in that quietly. The greasy-haired dwarf had flashed the rest of the team a tobacco-stained grin right before a barrage from a guard's assault rifle had taken the top of his head off.

After that, all their careful plans (*yeah, right, like these fraggers even pretended to follow orders*) had gone to drek. Milly and Rip had scattered; the only one who'd stayed on task was Shark. It was his voice she heard over her internal commlink now: "Your game, honey. What's the call?" The ork crouched across from her behind another console, leering at her through his yellowed tusks, his little cloud of noxious BO nearly visible around him. She resisted the urge to run him through with her sword. The only thing that stopped her was that the cutlass had been a gift from a former teammate and old flame, and she didn't want to stink it up. *We'd never have looked twice at him, back when we were–*

Get off your high horse, chica. You're one of them now. Times change. Things fall apart.

People fall apart.

"Milly! Rip! Where the hell are you? Get over here now."

"Keep your pants on," came back a young male voice.

Had she ever been that young?

×

Barbour watched over the monitors, fingers dancing over his console as his men moved to deal with the rest of the intruders. The AR tags over their heads were the only way he could tell them apart: all human, all dressed in identical matte gray armor and helmets with the stylized green logo, all carrying identical FN HARs. The mothership was generous to their important little subsidiary labs: they'd just gotten the shipment in last week to replace their barely-used AK-97s. This place was quiet, usually, but the home office made sure they had what they needed to deal with problems.

They reached the end of the corridor. "Careful," Barbour told them. "They're in the doorway. Can't tell if they've got masks—use a gas grenade, then go in."

Miller sent his acknowledgement. One of the other guards reached to his belt and tossed a small roundish object down the

hallway, where it clinked and rolled to a stop near the doorway where the runners were hiding. It immediately issued clouds of thick smoke, filling the hallway. The guards, rebreathers built into their helmets, moved forward.

x

"Go!" Gata pulled up a mask and leaned out from her cover just far enough to spray a full-auto blast through the smoke at the shadowy forms of the sec-guards. One of them screamed and dropped as the smoke began to dissipate, red holes stitching across the gray of his armored chestplate. The other one fell back, driven by the staccato patter of Shark's SMG. The ork whooped through his own mask as the guard faltered, one of the rounds taking a chunk from his leg, and disappeared around a corner.

Gata didn't waste time. She vaulted out, her jacked and drug-augmented reflexes taking her across the room in an instant. She was still sweating, her arm sending intermittent pulsing shots up into her shoulder. She should have had it checked over weeks ago. She'd meant to. Just like she'd meant to get that annoying glitch in her left cybereye looked at.

She smelled Shark coming up behind her before she heard his open-mouthed breathing, and motioned him forward. In the distance she could hear more gunfire—the others must be engaging other guards. Too bad they'd gone the wrong way. The prototype was in a lab up ahead.

Her vision blurred, then cleared. Heat crawled down her neck, joining the cold in her arm. The shakes clawed at her again.

Just one more...

Damn it, not *yet*.

x

Wu was down. Barbour gripped the edges of his console, rage growing. He'd trained Wu himself—good kid, just got married last year. And these useless fraggers had geeked him. They'd pay for that. "Miller," he sent over the 'link. "You okay?"

"Y-yes, sir," came the shaky voice back. "Leg grazed, but I'm okay."

Another one the losers would have to answer for. "Okay, fall back. I'm sending Kowalski and Largo to your location."

"I think some of them are headed for the lab, sir. Not sure where the others are going."

"Acknowledged, Miller. Watch yourself." Barbour shifted the vid's view to take in the other two members of the ragtag team: a smallish female troll with a crossbow and a purple-mohawked male human in a jacket festooned with gang symbols. With a tight smile he sent the command and watched as the automated SMG lowered itself silently from the ceiling after they passed. His finger mimicked pulling a trigger; the gun chattered, and Purple Mohawk became Red Mist. The troll, moving with surprising grace for her size, rolled sideways and ducked into a doorway, then let fly with something. There was an explosion and both Barbour's view and his connection to the gun went blank.

Barbour swore, scrambling to pick up another feed.

x

They were almost to the lab now. They rounded the last corner, revealing a long hallway with a door at the end. The doors along it were all closed. Gata's gaze darted around, looking for opening doorways, ceiling ports where automated defenses could be deployed, ground drones—even the shimmer of patrolling spirits. She shifted through her cybereyes' modes—infrared, low-light, UV—but saw nothing.

"Come on," Shark urged. He'd swapped out his HK for a worn but serviceable AK-97, shifting from foot to foot like he was about to run a race. "What the hell are you waitin' for? They're on to us!"

"Too clear," she snapped. Something was wrong. Where were the guards? She could still hear gunfire off in the distance—had they fallen back to chase Rip and Milly? That didn't make sense. But Shark was right: they couldn't stay here forever. Hoping she hadn't missed anything, she launched herself out into the hallway, her protesting cyberware propelling her to just short of the lab door in scant seconds. She tried a door next to it and it opened. Shark followed more slowly, his gun barrel in constant motion. He stopped halfway down the hallway and turned back. "Get that door open," he growled. "I'll cover you."

Two guards came around the corner and opened fire.

x

From his command center, Barbour watched the action. His fingers twitched, the urge to go out there and join his team almost irresistible. But he knew he was more help to them here, watching over them like the spider he was, controlling his nest's automated defenses. He wasn't going to lose anyone else. Not to the likes of these.

One of the runners was crouched in an open doorway just outside the lab, ducking out to take shots with her SMG when she could. Human female, it looked like. She didn't move like the others. There was a compact grace to her movements that Barbour had seen many times back in his other life.

She shifted position and he caught a glimpse of something hanging at her right thigh. Some kind of sword, but not the standard-issue katana all the cool razorkids were carrying these days. The blade was curved. What kind of samurai carried a *cutlass*? He hadn't seen one since he'd given—

Color drained from his face and he gripped the edge of his console. He zoomed in, then keyed his 'link. "Miller, come in."

"Here, sir." The muffled sounds of gunfire provided a backdrop to his words.

"Miller, there's a human woman in the doorway by the lab. I want her alive if possible."

"Sir?"

"You heard me. I want to question her."

"Yes, sir."

Barbour closed his eyes, but just for a moment. Then, still watching the vid-feed, he let his hands fly over the keyboard of his deck. He had an idea.

x

This was no time for subtlety. Gata leaned out from her cover, pulling a high-explosive grenade from one of her pouches and rolling it toward the door. It blew, driving the heavy metal door inward. She spared a glance at Shark: he was still down the hall holding off the sec-guards with punishing cover fire from his AK, tucked into another doorway that he must have kicked open with one of those gunboat-sized feet of his. The guards returned fire and she heard a grunt from the ork. Had they hit him?

And then she couldn't care anymore—her meat arm flared pain as a stray round found its mark. Her armored jacket soaked most of

the damage, but white fire lanced through her and she could feel blood trickling. She couldn't worry about Shark: she had to go now.

Suddenly her cyberarm, the one holding her Ingram, sizzled, shooting more electric trails upward into her shoulder and neck. *Drek! Lousy time for it to go on the fritz–*

But the AR flashing on her heads-up display was telling her otherwise. Power levels were dropping to zero, but the familiar warnings that it was failing weren't there. What was happening?

Oh, frag–

She'd forgotten to switch off the wireless. They'd hacked her fraggin' *arm!*

Growling, she looked down the hallway at the advancing guards. Where the hell was Shark?

She was dead. She tried to shift her Ingram to her meat hand, but it was cold and shaking from shock and blood loss. They were on her, leveling their perfect matching FN HARs at her heart.

She waited for the barrage to cut her down.

Kowalski and Miller shoved the woman, helmetless and glaring, into the room and handed her Ingram to Barbour. "Leave her here," he told them. "Go find that troll and the ork, if he's still alive. Kill 'em if you need to."

They nodded and left, and Barbour turned back to the prisoner. Her expression was all wary defiance, like a caged animal. But she couldn't hide from him. Not this close up.

"Linda."

She stared, really seeing him for the first time.

No. It can't be. It can't–

He looked different. Clean-cut. No more ponytail, no more piercings, no more scraggly little beard. He'd even gotten rid of the edgy facial tattoo. But there was no mistaking those green cat cybereyes, or the curve of his lips. Unlike her, the years had been kind to him. "Tom."

"You're alive."

"Don't sound so surprised." She couldn't keep the bitterness from her tone, nor the shake from her voice. The jazz was wearing off in earnest now, the familiar slow spiral down to hell beginning its fresh descent. Images flashed through her mind, unbidden—images of the two of them. Of the way things used to be, before everything had gone to drek. She felt like she was going to puke. "No thanks to you."

"Linda—"

"Yeah, I know. You dumped me for my own good. Couldn't handle me and my monkey." She looked around. "Sold out, I see. Good little corp drone. Never thought I'd see that. What happened—they lure you in with the wife and the kids and the perfect little apartment?"

He looked away. "What are you doing here, Linda?"

"Why do you care?" *He knew. Johnson knew he was here. That fragging sadistic bastard* knew. *He* wanted *this.*

"Tell me."

Her injured arm was screaming, her jammed cyberarm so much hanging dead weight dragging down her left side. "Why? You'll never let me leave with what I came for."

"Linda—" He could barely look at her, at her shaking form, her pale sweating face, those eyes—nothing had changed. Two years, and nothing had changed. It would have been better if she really *had* died. He made a decision and hated himself for it, but old times counted for something. "Linda, just—get the hell out of here. Now. I'll look the other way if you do it now."

But she shook her head. "I *can't.*" Her voice held a desperate plea.

"Why not? I'm giving you a way—"

And then, suddenly, she was sobbing, her carefully constructed facade of invulnerability and bravado crumbling like eggshells. "Tom, please. Please. I can't. Not without the prototype. They'll kill me. You might as well kill me now if you don't let me have it. It'd be faster and cleaner." Her eyes came up: the brown eyes that had twinkled at him so many times over lingering evening soykafs, on runs, across their bed. "Tom—I'm in trouble. I owe the Yak big. If I can do this, they said my debt's paid. I can start fresh. Get myself clean." Even as she said it, she knew it wasn't true. Knew they'd meant for her to die in here. But still she kept on, because what else could she do? She was disgusted at herself, but you did what you had to do.

Whatever you had to do.

"Please, Tom. I'm begging you. If the old days ever mattered—"

Barbour bowed his head. She didn't even realize how much everything about her posture, her expression, her entire *body* belied her every word. He looked away again, ashamed as she was at her face twisted into the unfamiliar attitudes of pleading. La Gata never begged for anything. Not in all the time he'd known her. Not the Gata he'd known.

But she's not the Gata I knew. That's the point, really, isn't it?

"I'm—sorry, Linda," he said at last. His eyes glittered; his voice shook. He glanced at the holo of Celeste and the baby. "I can't do it. I—"

A foul odor preceded a muffled sound from behind Gata. A small red hole appeared in the middle of Tom's forehead, and a red spray fanned out behind him. For a second he looked almost comically surprised, and then his body collapsed backward over the console, green cat cybereyes frozen open.

Gata spun.

Shark staggered around the doorway holding his smoking SMG, his helmet visor shoved up to reveal his unconcerned face. "Fraggin' chicks," he said with contempt. "All the same. Talk too much. Let's get the thing and get the hell outta here. I got stuff to do and DocWagon to see."

If he'd been expecting it, she'd never have gotten away with it. But he wasn't. When she ripped the HK from his hand with her trembling meat arm and blew his sneering face away, he didn't even see it coming.

She stood there holding the gun, the shakes rippling through her body. She felt numb. She felt cold. She felt nothing.

An oversized hand fell gently on her shoulder. Milly. The troll's silent gaze took in the scene and then she shook her head and motioned toward the door. She held her crossbow in her other hand, covering the hallway, but there was no one left to cover against.

After a moment, Gata nodded. They had maybe another five minutes before Knight Errant or more corp forces arrived. They could get the prototype and get out if they moved fast.

Mr. Johnson would kill her, of course. He'd be pissed that she'd survived, that he'd have to get his hands dirty killing her himself. Just another junkie, another bad investment to write off the books with extreme prejudice.

But only if she did what he expected her to.

She dropped Shark's gun onto his body, took one last glance at Tom's bleeding form sprawled over the console, then reached into the synthleather pouch inside her jacket and closed her fingers around the familiar smooth ampoule.

Just one more.

And then everything will be all right.

FIGHT FOR YOUR LIFE

"We're in position. How do you want to handle this one, Sensei?"

I pondered that question, leaving the 'link open as I walked through the front door of Tony's Place in Tacoma. It was busy for a Tuesday night; mostly crewmembers from a Wuxing freighter, but the regulars were in their usual places. I was looking for one regular in particular.

My augmented vision cut through the bar's smoky haze and neon-sign glare as I scanned the back tables. Sure enough, there he was, right where my contact said he'd be, holding court at a large, round table with his back to the wall. I strode past the sailors working hard to get drek-faced, right up to the table. In the corner of my vision, a countdown continued to tick away; only two hours ten minutes to go. There wasn't time to frag around, I needed answers now.

"Follow my lead. If we can do this the easy way, fine. If not, be ready."

At the table were three individuals wearing typical blue-collar fashions and one in expensive business attire. He stuck out like a handful of sore thumbs, but Tommy always preferred to do his business down by the docks. He was busy telling one of his famous dirty jokes, but stopped mid-word when I stepped up. I stood there for a moment, hands in my long-coat's pockets all casual-like as Tommy leaned back in his chair, a glass of whiskey in his hand and a smug look on his face.

" Jimbo. Holy drek! Never thought I'd see you again; not after that business in L.A."

"Stow it, Tommy. I'm not in the mood. Tell your chums to clear out because we need to talk."

"Why, Jimmy that's not nice," Tommy said. "These fine people are trying to enjoy a nice drink. You wouldn't want to cause any trouble." He put his glass down, and his hand moved slowly for the gun I knew was on his hip. Gods, he really was stupid.

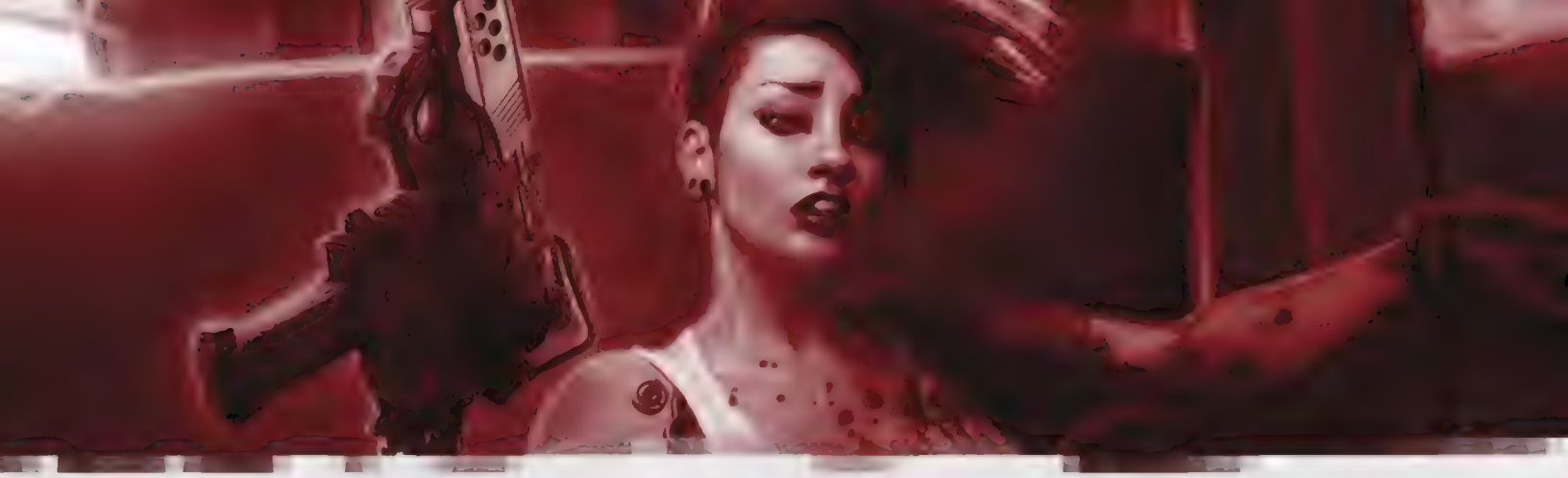
Before Tommy could do anything else, I kicked the table into his gut, pinning him against the wall. Tommy's two pals at my right stumbled with their chairs as they tried to draw weapons, but one on my left was smooth, too damn smooth. From the corner of my eye, I saw he had a Warhawk out and pointed at my head. But before he pulled the trigger, there was a flash and he crumbed to the floor. I love manabolts.

With Mr. Smooth out of the fight, I drew my Predator and put a Stick-n-Shock round in each of the two fraggers on my right, but one got off a shot. I felt a sharp sting in my side, then wetness formed; fragging cheap Kevlar. Riley could handle it later, though.

I'm getting too old for this drek.

The sailors started to riot, but a couple blasts from Buster's combat shotgun into the ceiling ended that noise real quick. Both walked from the bar toward me, Riley's hands glowing with magical energy while Buster covered her. "Keep it frosty boys, this'll just take a minute" she said. The sailors backed down, not wanting to take on a magician and a troll packing heat.

I reached over and grabbed Tommy by his expensive shirt and hauled him over table and escorted him out the back door. In the putrid alleyway, I slammed him up against a rusty dumpster with Buster and Riley flanking me. "Okay, asshole, we're going to have a nice conversation about the psychos you hired to kidnap the McCabe twins ..."



- All right everyone, listen up. It's been almost five years since the last combat file came out, and for us, that's pretty much an eternity. A lot's changed since then, and now that we've got a better, stronger, faster JackPoint (you're all welcome BTW), it's as good a time as any to get a comprehensive update through. I know a lot of you out there are still dealing with recent events, but I don't appreciate being told to "frag off" when I ask for data (you know who you are—expect a private discussion about that later). But DangerSensei stepped up and came through, even though he did cheat a bit. Still, there's a lot of good stuff, so everyone pay attention because, as always, you need to know what's coming for you, what they're packing, and what you can use to either stop them or get them first.
- Glitch

- You know, Glitch, maybe if you were a bit more, I don't know, nice, then maybe people wouldn't tell you to "frag off" quite so often.
- Pistons

- Not my job to be nice.
- Glitch

- So how did Sensei cheat?
- /dev/grrl

- Okay, quick confession time. Some of you may remember a few years back when I helped with a little trid program. Yeah, it crashed and burned, but the experience inspired me to write my memoirs. I shopped them around to various publishers, but I've been turned down every time. I almost shelved the thing, but I've had some down time recently and decided to look at it again. I'm not exactly a writer, but lately I've felt I need to—hells, I don't know, leave something for the next generation or something. Or maybe I'm sick of seeing good people killed because they never got their hands on the right info or ... oh, never mind, I'm staying off the soapbox. Needless to say, when Glitch wanted to put this file together, I used some excerpts from my manuscript. Take it for what it is—namely, me spouting off. Hopefully it'll do someone some good.
- DangerSensei

- Sensei, your "down time" wouldn't have to do with the rescue of the McCabe twins and the destruction of a lot of waterfront property near Everett, would it?
- Bull

- Help me toast some good people once my leg is healed and maybe I'll answer; might even tell the truth.
- DangerSensei

COMBAT IN THE SHADOWS

WHAT YOU DON'T KNOW KILLS YOU

POSTED BY: DANGERSENSEI

Combat. When you work the shadows it's not a question of *if*, but *when* things are going to get violent. It could be something as easy as neutralizing an overweight rent-a-cop or as terrifying as being on the wrong end of a Special Forces ass-kicker's assault rifle.

At some point a runner will have to put foot to ass or pull the trigger in order to survive. This is an inescapable fact of our business, so get used to it if you haven't already. First question is: Do you have the guts to pull the trigger when the time comes? If the answer is yes, then ask yourself the second question: Do you have the knowledge and skills to do it?

Do you?

The main purpose of this document is to put out enough knowledge so that anyone who reads it can have a fighting chance in the shadows. I can't account for every possibility a runner may face, so consider this a foundation to build on.

Now, I've worked the shadows for a long time and seen runners come and go. My specialty is team-building and I've created some interesting ones over the years. The key is learning from those you run with, both good and bad. And after twenty-plus years, people seem to think I know what I'm doing, and many of them

come to me to learn how to work the shadows. How do you think I got my handle?

So if you think I'm full of it and that you know everything there's to know about combat, by all means stop reading right now, and good luck to you. But ponder this: Most newbies end up with a terminal case of dead within their first year in the biz. Why? To be blunt, they get stupid, arrogant, or overconfident. Some just refuse to recognize a bad situation when they see it. Runners who last the longest aren't necessarily the fastest, the strongest, or the ones who have the best gear, or carry the biggest gun. It's the smart ones who last. The most important thing runners need to cultivate is the grey matter in their skulls.

So if you're willing to listen to a former company man and veteran runner, then please, keep going. Pay attention, think fast, and stay alive.

- Wow, thick with the melodramatics. No offense, mate, but no wonder this didn't sell.
- Chainmaker

- *shrug* Everyone's a critic.
- DangerSensei

- Doesn't make what he says any less true.
- Hard Exit

THE SENSEI'S THOUGHTS ON FIGHTING

Let's say it's go-time and the fight is on. Something went horribly wrong and now you're neck-deep in drek. Or you could have decided it was best to pull the trigger first and end the threat before it began. So what now? Combat is a dynamic and fluid situation that can change in an instant, so there are no universal hard-and-fast rules. But if you want to live another day, there are some basic strategies that can keep the odds in your favor.

Fully commit to your combat objective. Whether it's assaulting a building, defending against an armed security team, or taking out some beetle-head who's gone psycho on you, don't half-ass your response. Use every weapon, advantage, and trick you know. Combat isn't some honor-duel you see on the trids or sims with rules or codes of conduct. Unless you really are fighting an honor duel, in which case, I hope you enjoy the rest of the eighteenth century if you survive.

In a real fight, there are no rules or honor; someone is trying to seriously injure, maybe kill you. Don't let them. Do whatever is necessary to neutralize the threat. If you can do it with non-lethal means, fine. If your goal requires you to splatter your adversary's brains all over a wall, then do it with zero hesitation. You can bet your opponent will do the same. Don't worry about fighting fair; worry about staying alive. If you live long enough, you can justify your actions in your memoirs. Like this one.

- While I understand what DangerSensei is trying to say, I must point out that honorable combat exists. Defeating your enemy is one thing, crossing the line into wanton brutality, slaughter, and collateral damage is another. Do what you need to win, nothing less, but also nothing more. Sometimes, victory is about the harm you avoided inflicting.
- Picador

Keep your head. If you're working the shadows, you should be used to fighting and be prepared for it to happen. A fight is chaotic, but you need to stay in control. Don't panic or rage out. Be mindful of changes in the environment and in what your opponents are doing. Are they trying to set you up for a specific attack? Are they using the terrain against you, attempting to box you in? Is there an escape route? Is your opponent presenting any opportunities or showing any weaknesses you can exploit? Watch carefully; your opponent will be doing the same.

Don't let pride or ego dictate how you fight. Opponents will try to get under your skin and force you into a mistake or control the fight's initiative; don't fall for it. Fight on your terms, not theirs. If you can't, recognize that you're in way over your head and get the hell out. Rep can be repaired and money can be recuperated later. Your life can't.

- Very good point. Too often shadowrunners, new ones especially, think that any damage to their rep is the end of their lives and go to extreme lengths to prevent it. Too many have died trying. Such a waste.
- Fianchetto

- There comes a point where a rep can't be repaired. And once it gets to that point, jobs dry up. So to some degree, yeah, you want to stay alive rather than look bad, but there are some things you risk death to avoid—because if your rep is totally trashed, you might as well be dead anyway.
- 2XS

Never underestimate your opponent. I can't say this enough. Sometimes the biggest threat isn't the troll with the assault cannon; it's the bookish-looking elf girl he's protecting, especially when she whips out a chain lightning spell or summons a nasty spirit. Or maybe that rusty POS delivery van you're tailing is actually a camouflaged urban combat vehicle with armor, a supercharged engine, and hidden machine guns or drones. Never, ever take anything at face value. Deception and misdirection are at the core of what we do, and it's the same with lots of the people we go up against.

- Ain't that the truth. Sometimes you can't even trust the ground you're walking on. Last year I was chasing a mark through an abandoned apartment on the north side of the Chicago CZ with some local muscle as backup. We had the bastard dead to rights and were about to secure him when the locals fell through an illusion spell on the floor. The slots fell twenty meters—ended up impaled on support beams in a sub-basement. It stopped me cold; I didn't know where to walk, and the mark got away. Took me four months to find him again. I put a tranq dart in his neck before he could use any of his tricks.
- Sticks

ON WEAPONS

Combatants are only as effective as the weapons they carry, and the weapons they carry are only as good as the people who wield them. Make sense? I hope so, because this is something I shouldn't have to explain. It's like an old saying I heard about jazz: If you have to ask for an explanation, you ain't never gonna know.

Weapons are like that, too. Some runners see them as nothing more than tools to get a job done, while others see them as sacred extensions of their bodies. Me, I just think they're cool toys, and I like to play with them whenever possible.

Because I like to be prepared for anything, I prefer to have a general knowledge on a wide variety of weaponry. You never know what you'll have to pick up and use in the heat of battle, or what you'll have to defend against. Like anyone, I have a few particular favorites. No matter what I'm doing, I'll always have my trusty hand cannon and pig sticker on me. They've gotten me through many rough scrapes, so why mess with a good thing?

If you like something, care enough about it to be good at using it. A weapon in an untrained hand is worthless, pure and simple. Better to have only one or two weapons you're extremely proficient with rather than several you can barely use at all. When you're in the middle of a firefight, you can't waste time trying to remember how to use something. Training and developing the muscle memory necessary to make those split-decision moves is, in my opinion, better than any augmentation or skillsoft.

- Or how about both? Best of both worlds I'd say.
- Chainmaker

- It still amazes me how many recruits I turn away because they have no clue how to use the weaponry they bring. They think a fancy, tricked-out weapon makes up for lack of skill. I'd rather have a shooter who knows his beat-up, twenty-year old AK inside and out over someone with a decked-out Crockett EBR who's barely fired it.
- Picador

- Further proof that the solider makes the weapon, not the other way around.
- Red Anya

- Tell that to the troll tank with the assault cannon.
- Haze

- Also beware the walking arsenal. I'm sorry, but I can't believe that anyone who loads themselves up with a metric damn ton of weapons can be very combat effective. And yet, supposed professionals try it all the time.
- Stone

- I have several associates who not only try it all the time, but pull it off. It depends on the weaponry and how it's stored on the body. Those who do it well usually use a lot of small weapons—such as light or hold-out pistols, knives, throwing spikes, and garrotes—and they know how to position it on their person for quick access.
- Balladeer

People die when you don't know your gear, and if anyone on my team jeopardizes the rest of us because they don't, I take it very personally. And get very grumpy.

But no matter what you carry, it's important to have what I call the proper weapon paradigm. Combat doesn't happen at a single range; enemies will come at you from all ranges and angles, so be prepared. This is why recon and legwork are vital to any run or operation. Knowing your potential battlefield ahead of time helps determine the right mix of weapons and gear needed to get the job done. For example, taking mostly SMGs through an open field where you can be shot down at range by a sniper, or even a competent shooter with an assault rifle, is no good. Conversely, trying to wield a full-sized machine gun in close-quarters is just as bad.

Whenever possible, have at least one weapon that can handle multiple ranges. That's not an easy thing for an individual, so it works better if an entire team keeps this concept in mind. Whenever I go out to play, I have at least one primary and one backup weapon, along with a melee weapon and a weapon of last resort. My team's load-out usually consists of something like this:

1. Long-range weapon (usually a rifle, assault or EBR, but sometimes a long gun; at least one per team, usually a primary weapon)
2. Medium to short-range weapon(s) (SMG, shotgun, or pistol; can also be a primary weapon)
3. One backup/secondary weapon (usually a pistol; every member of a team should have at least one)
4. One melee weapon (sword, club, knife, tomahawk/hand axe; useful because melee weapons don't run out of ammo)
5. A weapon of last resort (knife, perhaps a taser)
6. As much ammo as we can carry

Now, some weapons can function at multiple ranges, depending on the situation. A good assault rifle has fairly long maximum range, and depending on the specific model can also be used in close combat. And if you're trying to save weight, a machine pistol can stand in for a true SMG while also being able to function as a regular pistol. These are all things to keep in mind when determining load-out.

- It would behoove all magicians out there to pay attention to items three and four. We may have theoretically limitless ammo, but drain sometimes wallops even the best of us, especially if we're slinging a bunch of combat spells. When you're too drained to cast another spell, you'll be thankful for that gun or knife on your belt.
- Winterhawk

- Fists, feet, elbows, and knees don't run out of ammo either.
- Treadle

ON ARMOR AND PROTECTION

Combat can be a lot like sports—too often people focus on offense and overlook defense. Don't fall into this trap. For all one's skill and intent to get the other guy before they can get you, that's not always going to happen. There's always someone better and faster than you are. And when you meet them, your armor and protection are going to be the only things that'll save your ass so you can haul it to a good medkit or some healing magic. If you don't have a good set of armor, then go get some now. And don't skimp on it either. It pisses me off when people pay top nuyen for the latest bang-bang but go bargain basement on armor. IMHO, it should be the other way around. Or at least even. With all the things out there that can kill you; a runner can get by with a decent gun, but not with mediocre armor. Count on the opposition packing as much, if not more, firepower than you are. After all, they're usually better funded.

- With armor costing in some cases three times more than your average firearm, it's understandable to see why people go bargain basement, even if it is short-sighted. It's also difficult to know exactly what kind of armor is needed because, like firearms, there is no one kind of armor that does everything. The best stuff is hard to conceal and attracts all kinds of unwanted attention, while the more subtle and concealable stuff tends to offer less protection. The trick is to know what your armor is going to be used for and even have multiple sets for different uses. My general rule of thumb is to at least wear armor that will protect you from whatever weapon you're carrying at the time, just in case you find yourself in the situation where someone takes and uses your weapon against you.
- Hard Exit

- And pack some PPP gear to turn your camouflaged armor into something a little sturdier once you're done with the more sneaky part of your work.
- Mika

Also, know what kind of armor is best for your run or mission. If stealth, speed, or subtlety is required, then a large and bulky suit of mil-spec armor is probably not your best option. Conversely, if you know you're going into a potential hot combat zone with heavy weapons being deployed, you'd better have something more than an armored jacket. Just like with weapons, use something that fits your mission's parameters.

- And don't forget about the other things armor protects against. Fire, acid, edged weapons, chemical attacks, shock damage; bullets are not the only things out there that will kill you.
- Red Anya

- There's also a term in the mercenary world I find amusing: Armor Stacking Cheese Monkey. These are the people who, like the walking arsenal, go overboard with their personal armor and try to turn themselves into walking tanks. All they're doing is adding unnecessary weight and limiting their mobility. People like that tend to fall behind and become large, awkward targets. They usually don't last long.
- Picador

ON TACTICS AND TEAMWORK

I'll try to control myself here. I could go on and on about tactics and teamwork, both because there is a lot to learn and because it's so vital to what we do. But I'll avoid diving into minutiae and focus on some of the more important broad concepts of why this matters. If you want more details, you'll just have to buy my full book when it comes out.

Just like weapons, tactics are only as good as the team who uses them. If the team can't come together, work as a single unit, and follow orders when necessary, then everything else is a waste of time. A team's particular make-up and style usually dictates what tactics will be used and how successful those tactics will be. Some teams are just better at certain types of runs or missions than others. Whatever the team's style is, groups should play to their strengths and adjust the tactics accordingly. Also, and I can't stress this enough, train together *constantly*. The teams that work the best are the ones where each member knows the others' skills, weaknesses, habits, and tendencies. Knowing how each team member will react or move in a combat situation is vital. Even if you all hate each other's guts off the clock, learn to love each other when it's go-time, because you will be holding each other's lives in your hands every damn time you go out. Training equals familiarity which equals coordination which leads to smooth operations when the shit is flying. No amount of tech or augmentation can equal that.

If your group is having trouble bonding, give it a little time. You may just need to get to know one another, to start to appreciate what each person adds to the team (my advice, though, is that you don't take any difficult jobs until team chemistry ticks upward). If you can get to the point where bonds start to form, then great—you'll have what you need, a team full of people ready to fight hard for people they care about. If you give it a chance and the bonds don't set in—well, time to head to your favorite runner bar and see what other groups out there might be looking for a new teammate.

- Spare me the esprit de corps BS. Runners only care for each other as long as it serves their mutual interests, which usually stops the moment the run is over and the cred has been deposited. What you're spouting leads to vulnerability, something runners can't afford.
- Rigger X

- Says the man who likes to sell out teammates for a few extra 'yen. Oh and X, after I came into my nice new position here at JackPoint, I found out how a certain other rigger came into possession of some very personal info about my family. Consider yourself on notice.
- Slamm-0!

Once you have the right team, the tactics usually fall into place. Unless, of course, no one on the team takes the lead or has any clue about tactics. Then you better find someone who does.

ON MANHANDLING AND SKULLCRACKING

One thing I learned from the guy I used to call Sensei many years ago was that a true warrior is never unarmed because his body and his mind are weapons and are always available. You may lose a gun or a blade may break, but you'll never lose your body. And if you do, then your fighting days are probably about done anyway.

There are people who spend their entire lives tuning their bodies into hand-to-hand combat machines, or they just buy those skills from a catalogue. There are more styles and disciplines out there than one could possibly learn in ten lifetimes, but some still try. Adepts are famous for this, but anyone with the time and discipline can master the basics of unarmed combat. And while it's not my specialty (I don't have that much patience), I have a tremendous fascination and respect for those who practice these arts. But the sad fact is, most martial arts just aren't meant for use in true combat unless it's against another martial artist. Ask any Gladio or MMA fighter and they'll tell you the same thing. That's why most militaries and

security forces have developed their own fighting styles meant specifically for use in combat. The details may vary, but for the most part they're centered on two things: physically manipulating your opponent and striking, a.k.a. manhandling and skull-cracking. These styles are quick, simple, effective, and specifically designed for use in a chaotic combat situation.

If you don't have the time to become a martial arts master, make the time to learn some basics, or at the very least know how to throw a good punch or kick for when the time comes. Otherwise, know how to run away. Quickly.

- Good hand-to-hand fighters don't just come out of dojos or military training programs. Gangs from various sprawls learn how to fight really quickly if they want to survive. I've seen street brawlers take on so-called martial arts "masters" and wipe the floor with them. Never underestimate someone just because they look like another street punk.
- Chainmaker

- That's because most martial artists, especially those out of the dojos, have been conditioned in very specific, often regimented ways. Their moves can be predictable. Those with combat-practical military training are a little harder to anticipate, but if you recognize their style, you know what to expect. A street fighter who's survived long enough learns to do whatever is necessary, making their moves more unpredictable. It's hard to defend yourself when you have no idea of what your attacker's going to do. Though I'll admit, some styles are better than others when it comes to dealing with a chaotic opponent.
- Thorn

- Or you could just shoot them before they get anywhere near you. Just sayin'.
- /dev/ grrl

- That's my girl. *sniff* Now I know how a proud papa feels.
- Kane

ON THINGS THAT GO BOOM

Explosives in combat have their place; grenades are one prime example. But one of the things I personally try to avoid is the use of complex explosive devices unless they're vital to the run or mission. They have their place and I have used them quite successfully to breach doors or to bring down buildings, but I am not a demolitions expert. I leave lessons on the use of such items to the experts. So the only advice I have to give here is: More than any other weapon or piece of gear, if you don't know how to properly operate or dispose of explosives, *leave them the hell alone.*

- Yep, that about covers it. They're dangerous, and people who use them often get sloppy, which results in excessive collateral damage. And people losing their fragging arms.
- Bull

ON 'SNEAKY BASTARDS'

I'm not even going to try and be diplomatic about this—I hate assassins. They're the one threat that scares me the most. Most things in combat you can take into account and at least try to protect against, but not the assassin. If they do their job right, you never see them coming. Sure, there's some gear that might do some good against snipers, but most assassins don't ever come close to engaging in legitimate combat. They're the definition of a dirty fighter. They'll slit your throat while you sleep, rig your commode to explode, or kill you in some whacked-out way I haven't even thought of.

The only way I've figured to prevent becoming an assassin's next mark is through due diligence. Operational security, personal security measures, careful reconnaissance, constant vigilance, and a healthy dose of paranoia—all are decent ways of staying alive under any situation. But with assassins, sometimes even that's not enough. And yeah, this is worded to try to scare you for a reason. Don't let fear paralyze you, but don't ignore it either.

- I heard about someone in particular who posed as a Red Cross medic and put poison in the meds he was doling out. He was last known to have operated out of a UN MASH during the Amazonia-Aztlan War, taking out troops contracted to Amazonia. I lost two because of that bastard. When the UN found out, they put a heavy bounty on his head. Never found out if anyone collected.
- Picador

- It was taken care of.
- Balladeer

- If you're serious about preventing assassination, you need to take things back a step from what Sensei is talking about. Build a good network, cultivate your contacts, and make sure you are on good terms with people who know useful information. That way, if someone decides to put a price on your head, you can find out before anyone tries to collect. You might even find out who will try to collect, giving you a leg up in planning how to avoid them.
- Fianchetto

- Or helping you take them out first.
- Kane

FINAL THOUGHTS

There's a lot that needs to be said, and there's no way to ever say it all. Combat is a crazy, chaotic thing. The variables involved are legion, and trying to account for them all can drive you mad. So instead of trying to summarize centuries of knowledge, I'll leave everyone with my own version of an old shadow saying: "Shoot straight, conserve ammo, keep your head down, and in a fight always run from a dragon."

ARSENAL

For some of us, talking about having "enough weapons" is like talking about having "enough money." People who don't understand think you should just stop collecting at a certain point, because enough's enough, right? Except it's not. As long as there is someone out there who might have enough to take you out, you don't have enough. In certain circles, accumulating more is not about greed—it's about survival.

We're going to run down a few dozen weapons here, tools for every kind of situation. Choose wisely, train hard, and save your nuyen so that you can buy what you need and use it right. If you need more of an explanation than that, then do us all a favor and don't buy anything more powerful than a BB gun until you take a class or something. For the rest of us, here's a guide to some of the things that are out there.

BLADES

HIGHLAND FORGE CLAYMORE

Quality killing in the classic Scottish fashion. An ideal accessory for your Heritage Line clothing or for the troll who thinks a regular sword makes a better toothpick. The Highland Forge Claymore comes with a classic leather scabbard to add that authentic look. The blade is custom-forged with a proprietary technique even the masters of Damascus would be unable to match.

- The classic leather scabbard can't be drawn off the back of anyone smaller than a troll. The blade is just too long to clear the scabbard. Get a quickdraw sheath if you aren't a troll.
- Hard Exit

- While the Highland Forge model claymore disses the samurai, the same megacorp that produces it also produces the Nippon Steel Nodachi, a samurai-style extra long blade.
- Mihoshi Oni

HIGHLAND FORGE CLAYMORE

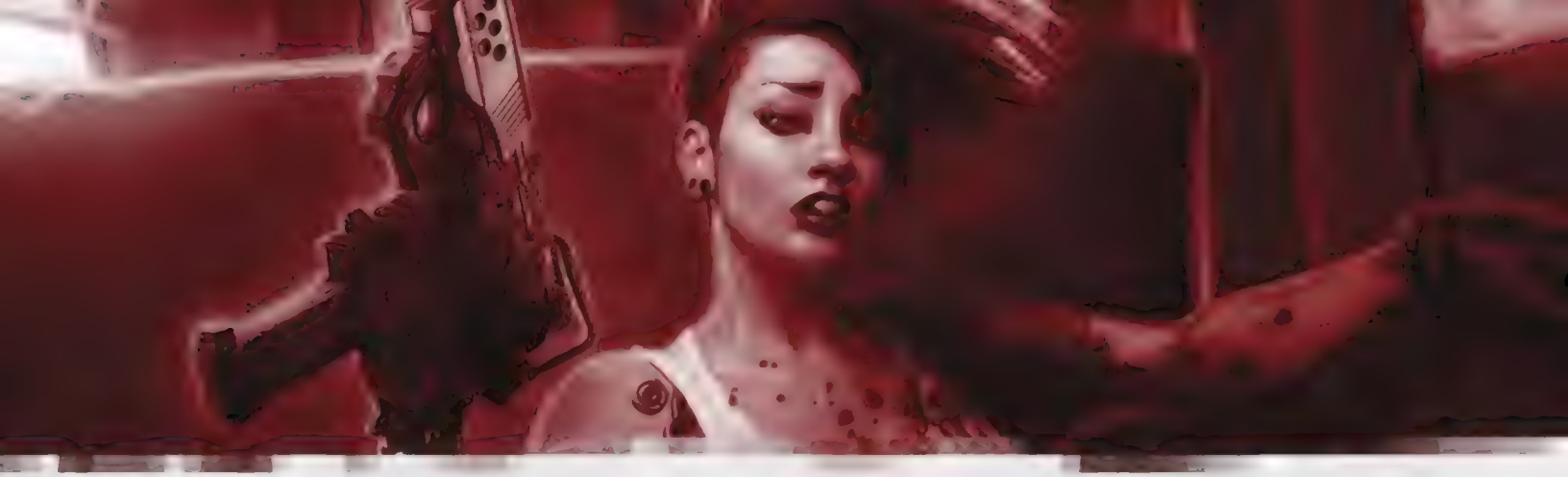
ACC	REACH	DV	AP	AVAIL	COST
5	2	(STR + 5)P	–5	14R	4,500¥

The standard scabbard of the Highland Forge requires a Complex Action to Ready Weapon.

HORIZON-FLYNN RAPIER

Not every street samurai studies the art of kenjutsu. Some prefer the more elegant Fiore dei Liberi and thus choose the rapier over the common katana. Horizon and world-renowned bladesmith Dante Flynn have joined forces to create the ultimate tool for slipping past a flawed defense and finding a home in the heart

HIGHLAND FORGE CLAYMORE



of an enemy. The Horizon-Flynn blade is a slender composite designed for strength, flexibility, and stability for maximum armor penetration.

- The fact that Horizon has joined up with anyone to create a killing tool seems strange. It actually makes me feel like maybe they are just another mega and not something far more diabolical.
- Netcat

- Very likely the intent of this partnership. Horizon plays so nice in so many areas, having a branded killing tool seems to ground them with the rest of the evil megacorps. Also gets people to talk about something besides killing technomancers and backing the losers of the Azt-Am War.
- Slamm-0!

HORIZON-FLYNN RAPIER

ACC	REACH	DV	AP	AVAIL	COST
7	1	(STR + 2)P	–3	9R	500¥

VICTORINOX MEMORY BLADE

Is it a belt, or is it a deadly weapon? A strange question, but one you must ask yourself when it comes to the Memory Blade. Victorinox uses their SmartSteel technology to provide a flexible material that can be commanded to stiffen and form a blade. They currently have two "self-defense" designs available for special order. The Belt, a sword length design worn around the waist, and the Bracelet, a design aimed at lady execs who want a little extra protection. Mostly found on executives with too much money, they often find their way into the shadow market after extraction ops.

- With a good decker you can modify the basic shape if you don't want a bracelet or belt. It takes a little bit of skill, but a few Matrix jockey's have uploaded pre-programmed codes to various sites to reshape them as anklets, bandoliers, connected rings, armbands, even one that turns the sword blade into a full shoe. You need two of the shoes if you want it to look right, but damn is that creative.
- Stone

VICTORINOX MEMORY BLADE

SWORD

ACC	REACH	DV	AP	AVAIL	COST
5	1	(STR + 2)P	–2	14R	1,500¥

DAGGER

ACC	REACH	DV	AP	AVAIL	COST
5	—	(STR + 1)P	–2	14R	1,250¥

The weapon's sheath can be formed into a piece of clothing or put in some other appropriate place to hide the weapon. If the weapon's grip is concealed as well the Concealability modifier is –4 in order to detect the weapon. The memory blade requires a Complex Action to harden or become flexible again in addition to the Simple Action for readying or drawing the weapon.

Changing the shape of the blade requires a Software + Logic [Mental] (8, 1 minute) Extended Test.

ARES "ONE" MONOSWORD

"There can be only One" is Ares latest slogan for this classic. This tool of the modernized street samurai features a monofilament line along the edge that provides unmatched penetration potential.

ARES 'ONE' MONOSWORD

ACC	REACH	DV	AP	AVAIL	COST
5	1	(STR + 3)P	–3	8R	900¥

COUGAR FINEBLADES

Finely crafted but also expensive, the Fineblade line of Cougar products are usually only found in the hands of professionals where they belong. They come in two designs, a long blade, currently crafted in the fashion of a gladius; and a short blade, currently fashioned after the Bowie knife. Previous years' designs have run the gamut since the introduction of the original Fineblade back in the '50s.

COUGAR FINEBLADES

SHORT

ACC	REACH	DV	AP	AVAIL	COST
6	—	(STR + 2)P	–1	5R	350¥

LONG

ACC	REACH	DV	AP	AVAIL	COST
6	—	(STR + 3)P	–1	7R	600¥

CLUBS

NEMESIS ARMS MAUL STUN STAFF

Double-sided zapping power! The stun staff is basically a staff with stun batons on each end. They're rather large and a bit ugly but they look quite intimidating in the hands of the guards at Shiawase HQ.

MAUL STUN STAFF

ACC	REACH	DV	AP	AVAIL	COST
6	2	9S(E)	–5	8R	1,000¥

EXOTIC MELEE WEAPONS

GARROTE

This can be as simple as a string attached to a pair of pencils but is usually a far more professional tool. The garrote is a handheld weapon designed to quietly kill via strangulation. The weapon consists of a central string, usually a semiflexible wire of some sort, attached to a pair of handles used to pull the weapon tight once it is wrapped around a targets neck. Death is slow and unpleasant as the target usually struggles intensely, so a strong stomach and skill are both required.

ARES "QUEEN OF HEARTS" MONOFILAMENT GARROTE

Leave it to Ares to make something deadly even deadlier. The Queen of Hearts is the nickname for Ares' monofilament garrote that will often take a head right off well before the target suffocates, though I'm certain that was part of the intended design. Other megacorps have copied the design, but Ares is by far the biggest name out there.

- Beware mistakes. A misplaced pinky can be the difference between a clean kill and a place on the dishonored yakuza list. The Queen of Hearts and her sister models are unforgiving on untrained fools.
- Thorn

GARROTES

STANDARD GARROTE

ACC	REACH	DV	AP	AVAIL	COST
5	—	(STR + 4)S	–6	—	50¥

MONOFILAMENT GARROTE

ACC	REACH	DV	AP	AVAIL	COST
5	—	(STR + 6)P	–8	18F	2,000¥

Using a garrote requires and initial successful attack test to get the weapon in place similar to subduing combat. The attacker uses their Exotic Melee Weapon (Garrote) skill to initiate the subduing. The attack must use the Called Shot Location modifier and needs at least 1 net hit to succeed. After the weapon is in place, the attacking character can choose to do the damage of the weapon during their next Action Phase along with improving their hold with another Attack Test or knocking the opponent to the ground.

Breaking free of the garrote requires an Agility + Unarmed Combat [Physical] Test with a threshold of the attacker's net hits on all attacks or a successful Knock Out of Hands called shot or similar attack that breaks the attacker's grip.

BULLWHIP

Whether it's redirecting bulls, snagging wrists, or lashing infidels, the whip has seen an interesting history as a tool, a showpiece, a torture device, and a weapon. This versatility is both its greatest asset and its biggest detriment. The training that is needed to use this weapon is very specific, but a truly skilled individual can perform feats with this item unmatched by any other weapon.

BULLWHIP

ACC	REACH	DV	AP	AVAIL	COST
6	2	(STR + 1)P	+3	6	100¥

A whip can be used to snare handheld objects, including weapons, or to trip an opponent using the Called Shot rules (p. 195, *SR5*). Disarming or grabbing a held object requires a Blast Out of Hands called shot with an additional Opposed Strength Test to yank the item free and toward, instead of away from, the attacker. The attacker must be within 2 meters of the opponent and gains a +2 dice pool bonus to their Strength Test. Tripping an opponent uses the Knockdown called shot. Again, the attacker must be within 2 meters of the target.

ASH ARMS COMBAT CHAINSAW

It was popular culture in the late 20th century that made the idea of wielding a tree-trimming tool as an implement of death part of popular myth. After someone made a flatvid film about a chainsaw-wielding killer in Texas and then slipped a fictional S-Mart model over the stumpy forearm of a time-traveling fighter of evil, the chainsaw somehow became thought of as a sword with a spinning chain blade. Truth is, trying to swing a chainsaw as a weapon is fragging ridiculous, but that doesn't stop niche market weapons manufacturers from feeding the public hunger.

- This model is decent with its special features that remove some of the safety features located on most chainsaws, but cheap street rats will still try and use their local hardware store model in a fight. Most learn about their mistake the hard way.
- Hard Exit

ASH ARMS MONOFILAMENT CHAINSAW

Monofilament makes everything better or so Ash Arms would like us to believe. While the civilian model is actually used for cutting things like concrete and sculpting stone, that is just never enough. Ash has retooled the monofilament cousin of the standard chainsaw as well and made it into a unique weapon that has probably cut off more limbs from brain-dead wielders than their intended victims. But boy is a successful hit awesome.

- Same problems occur here when people try and use the tools as the weapons. Darwin would be proud.
- Butch

ASH ARMS CHAINSAWS

COMBAT CHAINSAW

ACC	REACH	DV	AP	AVAIL	COST
5	1	8P	–4	6R	2,000¥

MONOFILAMENT CHAINSAW

ACC	REACH	DV	AP	AVAIL	COST
5	1	12P	–8	8R	7,500¥

Non-combat versions of the chainsaw and monofilament chainsaw have their Accuracy reduced to 3, Damage Value reduced by 2, Availability changed to 2 and 6R respectively, and prices reduced to 150¥ and 1,500¥.

IMPROVISED MELEE WEAPONS

I've seen mannequins, snapped off tree limbs, chairs, park benches, bottles, toilet seats, and manhole covers all used as improvised weapons. And that was all just yesterday in Redmond. Anything that can be swung and has enough mass to knock some sense into the misguided or an edge that can cut to the truth has been used at one point or another in history to lay down the hurt. These tools aren't all perfect, and you can't really use them with much finesse or style. But if they're all that's handy, swing that old iron frying pan and see what momma's got cookin' in the kitchen.

RANGED WEAPONS

AQUADYNE SHARK-XS HARPOON GUN

Whether used to spear fish, defend against some of the more aggressive denizens of the oceans, or remind other sentient swimmers that what you've found beneath the waves belongs to you, the Aquadyne Shark can be a valuable asset. Powered by CO_2 and possessing an internal magazine, the Shark doesn't stop after just one pull of the trigger, a feature that has saved many a diver that trusted the Aquadyne brand. For the sport fisherman, the Shark features the QuickClip line system that makes setting up for the next catch faster than ever.

IMPROVISED WEAPONS

WEAPON	ACC	REACH	DV	AP	AVAIL	COST
Bottle (unbroken)	3	—	(STR + 1)S	—	—	—
Bottle (broken, after first hit)	3	—	(STR)P	—	—	—
Chain	4	2	(STR + 1)P	—	—	10¥
Chair	3	1	(STR + 2)S	—	—	30¥
Fork	4	—	(STR – 1)P	+1	—	—
Frying Pan	3	—	(STR + 1)P	—	—	20¥
Hammer	4	—	(STR + 1)P	–1/–2	—	30¥
Pistol	4	—	(STR + 1)P	—	As weapon	As weapon
Pool cue	4	—	(STR)P	+1	—	45¥
Rifle butt	3	—	(STR + 3)S	—	As weapon	As weapon
Sledge hammer	3	1	(STR + 4)P	—	1	40¥

- The Shark has enough force that "fishermen" aren't limited to standard fishing line. This model pops off with enough power to pull spidersilk cable or other heavier test.
- Sounder

HARPOON GUNS

STANDARD HARPOON GUN

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5	9P	–2	SS	—	1	6R	200¥

AQUADYNE SHARK-XS HARPOON GUN

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5	9P	–2	SS	—	5(M)	8R	800¥

The harpoon gun uses Light Crossbow ranges underwater and Heavy Pistol ranges when fired outside of the water. The Archery skill is used to fire the weapon.

RANGER SLIVER PISTOL CROSSBOW

The Sliver, as well as some of its other competing models, is designed for stealthy operation as opposed to high-damage potential. Due to the preference for stealth over force, the Sliver is most often used with Ranger Puncture Injection Bolts. These supposedly "best in the market" projectiles offer significant penetrative power to make sure whatever they're loaded with makes its way into the target.

- The Punctures are definitely better, but don't forget that a bolt is really nothing but a short arrow, which means there are ones with interchangeable heads. Titan's line of explosive and electric heads can help boost the potential of your little Sliver.
- Mika

PISTOL CROSSBOW

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7	4P	—	SS	—	—	6R	300¥

The pistol crossbow uses Heavy Pistol ranges and is fired with the Archery skill.

ARES GIANTSLAYER SLINGSHOT

Not quite the wrist rocket you had as a kid—if David had the Giantslayer, the end result of his little tiff with Goliath wouldn't be quite so startling. Modern materials throughout make this "kid's toy" as deadly as any holdout and most light pistols on the market.

- The slingshot, whether this Ares model or something more mundane, is great for delivering a variety of ordnance. Most people think marbles or ball bearings and occasionally capsule rounds, but sticky RFID trackers and even a little sticky explosive charge are a few of the more creative uses of the slingshot.
- Picador

ARES GIANTSLAYER SLINGSHOT

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7	2P	—	SS	—	—	—	50¥

This weapon can be used to fire either hard projectiles, like ball bearings, and do the listed damage; or soft projectiles, such as capsule rounds filled with contact toxins or drugs (p. 408, *SR5*) and only do damage based on the substance within.

A slingshot uses shuriken ranges and is fired with the Archery skill.

ARROWHEADS

BARBED HEAD

These heads are designed to hurt not only going in but also coming out. Without someone with a steady hand and some medical skill, pulling out an arrow with one of these on the tip is going to be problematic.

EXPLOSIVE HEAD

What happens when you mount a small shaped charge on the head of an arrow? Hit someone with one of these and find out.

HAMMERHEAD

I always thought these were just designed to give an archer the same options as a runner with a gel-loaded pistol, but a little research led me to realize these have been around for a long time. Hunters after small game knew that organ punctures could ruin what little meat the beasts had on them, so they'd opt to knock them out instead of take risks with sharper arrowheads. Additionally, poachers who were after exotic birds but knew they lost a lot of value when they were dead helped give this arrowhead a lot of use.

INCENDIARY HEAD

Not the flaming arrows of ancient times, these arrowheads contain a small charge and a pocket of white phosphorous that erupts and sticks to the target, lighting them on fire. Unpleasant beyond just the initial hurting, the fire continues to burn unless it loses its supply of oxygen.

SCREAMER HEAD

Need to signal the team when you know the local airwaves are full of patrolling deckers? Fire a screamer head. Though some models do in fact scream, most are designed with less awkward sounds. The pitting patterns on the hollow pipe of the head are designed to make a wide variety of sounds for signaling and can even be modified fairly quickly out in the field. A handy tool in any wannabe-Robin Hood's arsenal.

STICK 'N' SHOCK

Though issues with nanomanufacturing have caused some problems with Stick 'n' Shock ammo for firearms, the same has not been completely true with these heads. Or more accurately, with these arrows. The Stick 'n' Shock head is only a small portion of this latest archery innovation. Bowmen who want to gain the full potential of these heads need to combine them with Static Shafts, an Ares innovation that fills the shaft with a powder that builds a charge during flight.

- Not only during flight. I've heard of guys who zap themselves when they jostle these things the wrong way. Care should be taken when trying to use this tech.
- Ma'Fan

BOOMERANG

This is not the cute toy of your youth that you throw and try to get to come right back to you. This is the Aboriginal hunting stick that can snap the neck of an emu. Made of a wide variety of materials the modern hunting boomerang is either a heavy wood with a dull edge or a lighter composite with a sharp edge. Both are deadly in the right hands.

- The BoomerEye is a Renraku Australia product that combines a little Australian history with some Japanese innovation. A cheap, unguided surveillance tool, the BoomerEye is a lightweight sport boomerang with a special camera mounted on the bottom. It's designed to be thrown over a wide arc and get a quick peak at what might be hidden out of sight.
- Rigger X

HARPOON/JAVELIN

There's a reason why the javelin was part of the original Olympics, which was a militaristic sporting competition. Metahumans have been using sharpened sticks to kill prey, and each other, for millennia. Improvements to materials technology have just allowed them to throw further, faster, and more accurately.

NET

There always seemed to be no more embarrassing gladiatorial death than to be trapped in a net and then poked to death. I think the fact that the gladiators who fought with nets were the lowliest of the low makes it even worse. But these days it doesn't matter. If it works, use it. The net makes a great way to slow an opponent and provide an

ARROWHEADS

ITEM	ACC	DV	AP	AVAIL	COST
Barbed Head*	—	+1	—	5R	10¥
Explosive Head	-1	+2	-1	8F	15¥
Hammerhead	–1	+1S	+2	5	5¥
Incendiary Head	-1	**	—	12F	100¥
Screamer Head***	–2	–2S	+6	2	5¥
Stick-n-Shock	-1	8S(e)	–5	6R	25¥
Static Shaft	—	+4S(e)	—	6R	Rating x 25¥

*Removing a barbed arrow without doing further damage to the target requires a First Aid + Logic [Mental] (3) Test. Failure results in a number of boxes of Physical damage equal to 3 – hits, unresisted.

**On a successful hit, even a Grazing Hit, the arrow erupts in white phosphorous fire with a DV of 8P and -6 AP. The WP continues to burn for 3 Combat Turns, causing 6P (–4 AP) of fire damage each turn (*Fire Damage*, p. 171, *SR5*) and possibly igniting and damaging items on the character each turn.

Wireless Bonus: The head can be detonated before impact and split between two targets within 1 meter of each other. Both targets roll to avoid the attack separately and neither takes the initial 8P damage, instead just suffering the 6P, –4AP, for 4 Combat Turns, including the current one.

***Resetting the sound setting requires a Simple Action and a Logic + Intuition (1) Test.

Wireless Bonus: The sound resetting can be done as a Free Action, even while in flight.

BOOMERANG

ACC	DV	AP	AVAIL	COST
Physical – 1	(STR + 2)P	—	4	50¥

Throwing and catching a returning boomerang requires two tests spread over two Combat Turns—a Throwing Weapons + Agility [Physical] (2) Test to throw it properly and an Agility + Reaction (4) Test to catch it on the return. A boomerang that hits a target does not return.

Boomerangs use the ranges of Aerodynamic Grenades.

Horizon BoomerEye: This is a cheap surveillance tool created by some bored engineers out in the desert. The BoomerEye is a video camera attached to a boomerang that can be tossed out and get a bird's-eye view of an area. The device can be downloaded with a Complex Action on return to the thrower.

Wireless Bonus: The device can provide live-feed video while in flight.

HARPOON/JAVELIN

ACC	DV	AP	AVAIL	COST
Physical	(STR + 3)P	–1	6	125¥

Harpoons use the Throwing Weapons skill, but they may also be used as melee weapon, using the Blades skill and doing the same damage as the thrown weapon with a Reach of 2.

NET

ACC	DV	AP	AVAIL	COST
Physical – 2	—	—	6	350¥

With a successful attack using rules for a Grazing Hit (p. 173, *SR5*), the net lands over an opponent and they are considered to be in subduing combat (p. 195, *SR5*). An attacker must move to the target in order to engage in any of the Subduing actions.

To break free of the net, the subdued character rolls Agility + Unarmed Combat (rather than Strength + Unarmed Combat) or Agility + Escape Artist as a Complex Action, against a threshold equal to the attacker's net hits.

Nets use half the range of throwing knives (round up) and employ the Exotic Ranged Weapons (Net) skill.

URBAN TRIBE TOMAHAWK

ACC	DV	AP	AVAIL	COST
Physical + 1	(STR + 2)P	–1	4	200¥

advantage, and isn't that what life is always about—getting the advantage?

- And if it doesn't work, modify it until it does. While a few attempts at monofilament nets have been tried and failed spectacularly, other more offensive materials have been used with nets. The Terra Cotta ShredNet with its barbed wire netting and the Ares ShockNet with an electrical stun charge built in have been two very popular options to spice things up.
- Sticks

CAVALIER ARMS URBAN TRIBE TOMAHAWK

This is not your grandfather's tomahawk. Made from modern composites and balanced for throwing, this modern take on the classic Native American weapon gives as much respect to its predecessors as it can while moving into the 21st century. Popular among the urban tribal street gangs, especially the First Nations in Seattle, these finely crafted killing tools can also be found on the belts of Salish Rangers and Sioux Wildcats.

EXOTIC RANGED WEAPONS

ARES SCREECH SONIC RIFLE

This is a nasty little oddball of a weapon. Though it's called the Screech and its classified as a sonic rifle, anyone with this thing pointed at them will rarely hear a thing other then their own retching as they puke up their latest meal. This devious invention uses focused sound waves to disorient the target while not causing any real damage. Perfect for crowd control as long as the users are prepped with gas masks, since the reek of soybase vomit will fill the air this sucker is fired.

- Don't try and use this against spirits. Their lack of a standard biology makes them immune to the effect. Works great on most other things though. Usually seems to depend on whether they have ears that affect their balance and equilibrium.
- Stone

ARES SCREECH SONIC RIFLE

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6	7S	*	SS	—	10(c)	16R	8,000¥

The sonic rifle can fire with variable beam settings. It uses the same rules as shotguns (p. 180, *SR5*) for determining the number of targets affected and the DV modifier, as well as ranges. The Exotic Ranged Weapon (Sonic Rifle) skill is used to fire this weapon.

The Damage Resistance Test uses Willpower instead of Body and ignores all standard armor. Damper earware (p. 454, *SR5*) provides +2 bonus dice to the resistance test. A Hush or Silence spell reduces the DV by –1 per hit on the Spellcasting Test.

Targets hit by a beam suffer the effects of disorientation and nausea (see p. 409, *SR5*). The rifle uses peak discharge battery packs, with each shot consuming 1 power unit.

BLOWGUN

Nope, not kidding. The blowgun has been silently neutralizing targets for hundreds of years. Especially popular with stealthy forces that like to poison their targets and then recover their goodies or finish them off once they are no longer able to fight off a flea. They take a lot of skill to use and almost always include a drug or toxin on their needles. Otherwise it would just be ranged acupuncture.

BOLAS

Take a pair of rocks, tie them together with a rope. Now you have basic bolas. Take that and throw it at something, letting the extra centrifugal force give it some added punch. Now get fancy and try and wrap it around your target. It's not easy, but if you hit just right it's both a takedown and a load of pain all in one. Modern bolas aren't rocks tied with strings; instead, they're usually solid steel connected with wire, often with three balls instead of two. They're a favorite weapon of hunters that prefer to take their prey alive, especially bounty hunters.

BLOWGUN

ACC	DV	AP	MODE	AMMO	AVAIL	COST
8	1P	—	SS	1(ml)	4	15¥

Blowguns are fired with the Exotic Ranged Weapon (Blowgun) skill. To deliver a toxin with a blowgun needle, use the Called Shot Location rules to target an area not protected by armor. If the attack succeeds, the poison is delivered.

Note that when using a blowgun, a character may inhale his own dart on a critical glitch; some modern blowguns have a safeguard in form of a small cross-like section in the mouthpiece.

NEMESIS ARMS SURUCHIN MONOFILAMENT BOLAS

If getting tangled up by a pair of metal balls on a metal wire wasn't bad enough, imagine if that wire was a monofilament line. There's very little intention to capture and much more to harm, though the company tag line is suppression through intimidation, claiming they wrap and prevent escape by the threat of increased risk of harm.

- Sociopathic runners are often at the forefront of interesting derivations and innovations in the arms race. Boombolas are an example of that. A pair of wireless-enabled grenades, or one grenade and a counterweight, are used to snare the target with a healthy reminder of how bad not surrendering can be. There are also those who simply use the bola design to put the grenades right on top of a target. No longer chunky salsa, more of a fine purée.
- Red Anya

FN-AAL GYROJET PISTOL

Once advertised as a favorite of the British Special Boat Squadron, FN has increased their market audience to most of the marine-based special operations forces around the world. The gun fires miniature 6mm rockets that explode on impact—an effect that, underwater, is even worse than in the air.

- FN makes a full array of alternate munitions that match up well with their standard counterparts. Jelly rockets are awesome.
- Sticks

BOLAS

STANDARD BOLA

ACC	DV	AP	AVAIL	COST
Physical	(STR + 3)S	+4	6	75¥

MONOFILAMENT BOLA

ACC	DV	AP	AVAIL	COST
Physical	(STR + 3)S / 12P	+4 / –8	18F	4,000¥

Bolas can do one of two types of damage based on their use. When thrown to hit a target, make an Exotic Ranged Weapon (Bolas) Attack Test (use the DV and AP stats on the left side of the slash for monofilament bolas).

When thrown with the intent of wrapping around a specific location on an opponent use the appropriate Called Shot Location modifier to determine success. A standard bola requires the target to make an immediate Agility + Gymnastics [Physical] Test with a threshold of the attacker's net hits; if they fail, they fall prone.

Removing wrapped bolas requires an Agility + Escape Artist [Physical](6, 1 Action Phase) Extended Test or a sharp knife (taking a Complex Action to cut it off).

A monofilament bola requires the target to make an immediate Damage Resistance Test using the stats on the right side of the slash along with the Agility + Gymnastics Test. Once wrapped up with a monofilament bola, any character trying to get themselves loose with the above Escape Artist Test or move must make a Damage Resistance Test for each attempt.

Bolas use shuriken ranges.

Boom-bolas: One or two grenades of any fashion bound together. They suffer a –2 Accuracy, and misses are determined much like scatter, except that it is always the maximum distance in the 7 direction. A successful bola attack means the grenades are at 0 distance to the target when they explode, and Multiple Simultaneous Blast rules (p. 183, *SR5*) apply.

FN-AAL GYROJET PISTOL

ACC	DV	AP	MODE	AMMO	AVAIL	COST
5	10P	–2	SA	10(c)	12F	2,000¥

The FN-AAL Gyrojet pistol can mount the same accessories as a heavy pistol and uses the same ranges. When it is used underwater, increase the standard munitions DV ratings by +2 in addition to any other modifiers.

MORTIMER OF LONDON "TRAFALGER" GUN CANE

Where fashion meets defense, this single-shot weapon is a fashion accessory with both form and function. Designed to look just like Mortimer's regular line of dress canes, the Trafalger tag goes on any of the gun canes no matter what they look like.

- The Trafalger line has been copied by cheaper knock-off companies, some that are using heavier rounds but all of them destroy the cane after they are used.
- Thorn

GUN CANES

TRAFALGAR GUN CANE

ACC	DV	AP	MODE	AMMO	AVAIL	COST
6	7P	—	SS	1(b)	9R	750¥

KNOCKOFF GUN CANE

ACC	DV	AP	MODE	AMMO	AVAIL	COST
5	9P	—	SS	—	6R	150¥

The gun cane uses taser ranges, can only use caseless ammo, and cannot mount any accessories. It is fired with the Exotic Ranged Weapons (Gun Cane) skill. Its Concealment modifiers are +0 for the whole cane and –6 to detect its true nature (see p. 419, *SR5*).

The Knockoff models are destroyed after firing.

SA RETIARUS NET GUN

This weapon comes in two models, the basic and the XL. The basic is designed for metahumans, except for trolls, and smaller critters; while the XL is intended for trolls and other larger creatures.

- The ShockNet ammo is great for helping with a little extra takedown on those really feisty targets.
- Sticks

NET GUNS

BASIC

ACC	DV	AP	MODE	AMMO	AVAIL	COST
5	—	—	SS	4(b)	9	750/350¥

XL

ACC	DV	AP	MODE	AMMO	AVAIL	COST
5	—	—	SS	2(b)	9	1,000/400¥

SHOCKNET

ACC	DV	AP	MODE	AMMO	AVAIL	COST
as gun	8S(e)	–5	As gun	As gun	10R	+250¥

When a target is hit, apply the rules for nets (see p. 25). If a large net is used against a normal sized target, the target receives a –2 modifier on his Agility, while a large target hit by a normal sized net receives a +2 Agility modifier. Net guns use light pistol ranges and cannot mount any accessories.

The cost on the left side of the slash is the price of the gun; on the right is the cost of a full load of ammunition for the weapon.

The ShockNet has two charges. One will activate on contact, the second at the start of the next Combat Turn.

TIFFANI ÉLÉGANCE SHOOTING BRACERS

Elegant and deadly in one high fashion package. Tiffani has made the Élégance for years, and dozens of basic designs are out there now. The truly elite get their bracers customized to match their newest fashions, and some have gathered quite the collection of Élégance bracers in their closet.

- Aim on these things is wretched due to the lack of barrel. Tiffani has tried to help make up for that with a laser sight feature available on their newest model.
- Thorn

SHOOTING BRACER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	7P	—	SS	—	1(b)	10R	1,250¥

The Élégance Shooting Bracer can only use caseless ammunition and uses taser ranges. It cannot mount any accessories. The bracer's Concealability modifier to hide its true function is –5 (see p. 419, *SR5*).

TIFFANI ELEGANCE SHOOTING BRACER

CAVALIER SAFEGUARD

TASERS

CAVALIER SAFEGUARD

A reliable self-defense weapon, this taser forgoes some wattage in each dart for a larger ammunition capacity, and backs that up with a top-mounted laser for increased accuracy for a less skilled shooter. It still looks sufficiently enough like a pistol to still intimidate targets who might scoff at a mere taser.

- This one will give someone my size just a tingle.
- 2XL

TIFFANI-DEFIANCE PROTECTOR

A sleek taser designed to accessorize well with women's fashions, with the added benefit of geckogrip to allow it to be set anywhere that is comfortable on the body and a sleek top-mounted laser sight for quick targeting. This is a perfect choice to go with the immortal little black dress, stored under the dashboard of a car, or put next to the bed for a good night's sleep.

TASERS

CAVALIER SAFEGUARD

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	6S(e)	–5	SA	—	6(m)	—	275¥

Standard upgrades: Laser sight

TIFFANI-DEFIANCE PROTECTOR

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	7S(e)	–5	SA	—	3(m)	2	300¥

Standard upgrades: Laser sight

Wireless: A successful hit with any taser informs you of the status of the target's basic health (and Condition Monitors).

TIFFANI-DEFIANCE PROTECTOR

FICHETTI TIFFANI
SELF-DEFENDER 2075

HOLD-OUTS

FICHETTI TIFFANI SELF-DEFENDER 2075

A purse pistol that has been updated to include the latest in fashion programming for its color-change coating, allowing it to be an excellent accessory for any outfit. Updates are available for a modest annual fee.

- This is for blending in with the fashionable crowd, not for actual shooting. If your plan calls on using this as a primary or secondary weapon, re-plan.
- Marcos

LIGHT PISTOLS

FICHETTI EXECUTIVE ACTION

"Manage your danger with Executive Action!" is the latest in a long series of taglines for this pistol, which incorporates a burst-fire option as standard. With no other truly compelling features, marketing is what this firearm mostly has going for it, but that appears to be all it needs to keep selling well.

HOLD-OUTS

FICHETTI-TIFFANI SELF-DEFENDER 2075

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	6P	—	SS	—	4(c)	3R	350¥

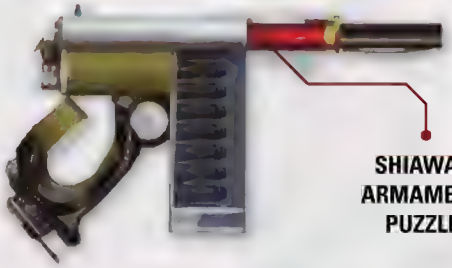
LIGHT PISTOLS

FICHETTI EXECUTIVE ACTION

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6	7P	—	SA/BF*	—	18(c)	10R	300¥

**Burst Fire on this weapon requires a Complex Action*

FICHETTI EXECUTIVE
ACTION



SHIAWASE ARMAMENTS PUZZLER

SHIAWASE ARMS PUZZLER

Made from twenty different MAD-defeating components that appear to be everyday items (such as jewelry and commlink add-ons), this pistol is a choice weapon to sneak into areas illegally. It is difficult but not impossible to figure out that the disparate items are actually part of a firearm. It helps, of course, if you've seen one before.

- You know what makes it easier to identify? The fact that the jewelry some of the pieces turn into are clunky and tough to match with anything in my wardrobe.
- /dev/grrl

NITAMA SPORTER

"A perfect pistol for the inexperienced, small-framed metahuman" is often how gun shop clerks describe this lightweight, sleek, and long-barreled pistol. With a built-in laser sight, low felt-recoil, and a small internal magazine, it is a popular home-defense weapon.

- Popular for home defense of SINners with no criminal background, that is. Most folks in the shadows prefer something a bit more impressive. Also, "small-framed metahumans" is ad-speak for "women," which explains why the posters for this gun typically have a size-zero human or elven woman in it. At least they keep their clothing on, usually.
- Pistons

LIGHT PISTOLS

SHIAWASE ARMAMENTS PUZZLER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	6P	—	SA	—	12(c)	14R	900¥

Recognizing the components of a Puzzler as belonging to a firearm when it is disassembled requires an Armorer + Logic (Mental) (3) or Perception + Intuition (Mental) (4) test. Assembling or disassembling the Puzzler from its concealable parts or pistol mode requires an Armorer + Logic (Mental) (6, 1 minute) Extended Test. A glitch on the test means you have to start over; a critical glitch breaks one of the pieces, which will need to be repaired before the weapon can be used.

NITAMA SPORTER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6 (7)	6P	—	SA	—	18(c)	10R	300¥

Standard upgrades: Laser sight

Note: The Nitama Sporter uses Heavy Pistol ranges.

NITAMA SPORTER

HEAVY PISTOLS

CAVALIER DEPUTY

With the return of Western aesthetics in fashion, the Deputy has become a choice for modern-day urban cowboys and gunslingers. Less punishing to the wrist and carrying a seven-chamber cylinder, this pistol is a choice competitor to the Ruger Super Warhawk.

PSK-3 COLLAPSIBLE HEAVY PISTOL

Designed for the Russian UGB secret police in 2061, this pistol is able to fold up into a box barely larger than an old-style wallet when the clip is removed. Formerly a clandestine weapon made only for the UGB, information about it leaked to the public rather quickly and it became a popular choice for protection details and spy agencies around the world. Able to flip into combat mode with the press of a single button, it requires a custom silencer that must be bought separately for 700¥.

HEAVY PISTOLS

CAVALIER DEPUTY

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6	7P	–1	SA	—	7(cy)	3R	225¥

PSK-3 COLLAPSIBLE HEAVY PISTOL

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	8P	–1	SA	—	10(c)	16F	1,050¥

SAVALETTE GUARDIAN

SAVALETTE GUARDIAN

This heavily chromed street monster of a pistol has been popular in the shadows for over two decades. A heavy pistol with an integrated smartgun link, an internal micro-gyro recoil absorption system, and the option for burst firing, it's a very reasonable weapon for an experienced owner who expects to be in heavy combat.

- A lot of private investigators and bodyguards who work in nasty places or with nasty people carry this. The micro-gyro system requires a lot of maintenance, but it's worth it!
- Hard Exit

ONOTARI ARMS VIOLATOR

Constantly updated to take advantage of its reputation for using the latest integrated electronics and modern materials, this pistol has become the poster child on gun ranges everywhere as the latest for cutting-edge shootists. It comes with a smartlink, basic safe target system, and an advanced safety system (also basic), all updated constantly for a modest annual fee to Onotari Arms. A patented delayed-recoil operation, along with caseless ammunition to cut down on moving parts, help with making tight, double-tapped groups in targets.

- Tech geeks everywhere love this thing—on the other side of a fight, since it can do so much once you hack into it. If you've got one, make sure you protect it properly!
- Slamm-0!

HEAVY PISTOLS

SAVALETTE GUARDIAN

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	8P	–1	SA/BF*	1	12(c)	6R	870¥

Standard upgrades: Smartlink

**Burst Fire on this weapon requires a Complex Action*

ONOTARI ARMS VIOLATOR

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	7P	–1	SA	1	10(c)	7R	550¥

Standard upgrades: Advanced safety system, internal smartgun, safe target system base

ONOTARI ARMS VIOLATOR

PPSK-4 COLLAPSIBLE MACHINE PISTOL

MACHINE PISTOLS

PPSK-4 COLLAPSIBLE MACHINE PISTOL

Originally designed for the Russian UGB secret police, this firearm comes from the factory with a laser sight and a folding stock. It also can fold up into an innocuous-looking box when the clip is removed and the stock collapsed. No other accessories can be added to it, due to its folding design. Its "top secret" nature was compromised quickly in the early '60s, and it has since become a popular choice for armored vehicle crews who need a compact weapon to handle the tight confines they typically have to deal with.

ONOTARI ARMS EQUALIZER

A boxy machine pistol that comes from the factory with a laser sight, collapsible stock, and no iron sights for a snag-free draw. It uses cased ammunition only. This Saeder-Krupp weapon is popular with bodyguards and smaller security companies due to the ease of legally acquiring it. The strong bullpup mechanism ejects the spent shells up and to the right, making it slightly less popular with left-handed users.

MACHINE PISTOLS

PPSK-4 COLLAPSIBLE MACHINE PISTOL

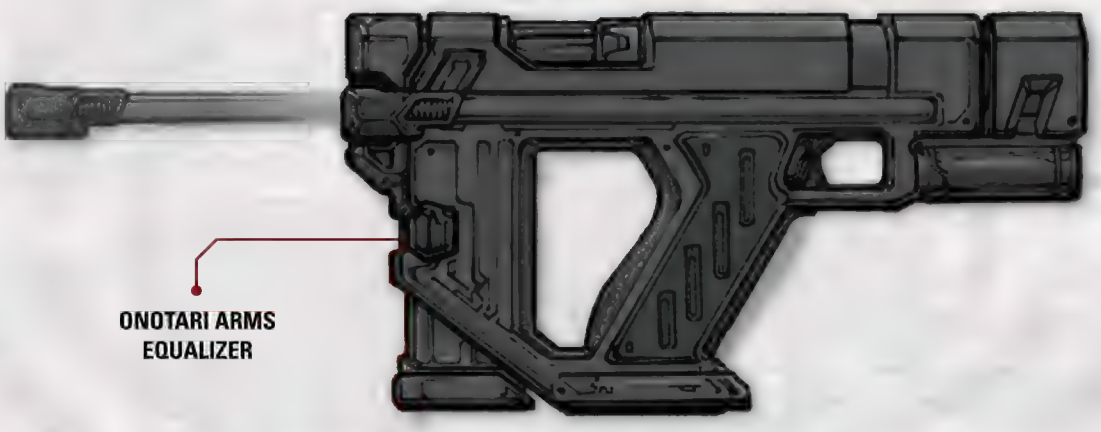
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	6P	—	SA/BF	(1)	30(c)	17F	2,800¥

Standard upgrades: Folding stock, laser sight

ONOTARI ARMS EQUALIZER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4 (5)	7P	—	BF/FA	(1)	12(c)	7R	750¥

Standard upgrades: Folding stock, laser sight



ONOTARI ARMS EQUALIZER

MACHINE PISTOLS

ULTIMAX 70

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	6P	—	BF/FA	2	15(c)	7R	800¥

Standard upgrades: Gas-vent 2, laser sight

ULTIMAX 70

Originally designed for clandestine operation, the lack of wireless systems from the firearm makes it popular for concealed carry. With an integrated laser sight and gas-vent system, it is accurate and easy to control in burst fire, but it also has the capacity to suppress opponents for a short time. Ultimax continues to have a lack of modern (read: wireless) accessories factory installed, but it offers a host of after-market modifications.

- While professional spies scoff at this weapon for being too large for true clandestine work, it is a nice alternative to the Ares Predator as an everyday carry piece for shadowrunners. Sometimes you just have to make everyone drop for a few seconds to make all the difference.
- Sticks

The weapon can be fired from the briefcase by pushing a concealed stud, or through the user's PAN with smartlinked versions (+500¥). Recoil penalties are doubled when fired from the briefcase, but the surprise the Executioner provides may be enough to ensure survival. The Executioner also features an integral sound suppressor and an extendable stock for occasions when it is removed from its case.

- A nice thing for people in my line of business, but the best ones never need this kind of firepower.
- Mihoshi Oni

- I think you underestimate some of the other posters on the board.
- Kane

SUBMACHINE GUNS

ARES EXECUTIONER

The Executioner is still the ultimate in concealable firepower for the executive protection professional. The weapon neatly fits down into a specially designed small briefcase, available in a number of different styles and colors (+400¥ per extra case).

SUBMACHINE GUNS

ARES EXECUTIONER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4 (6)	7P	—	SA/BF/FA	(1)	30(c)	14F	1,000¥

Standard upgrades: Folding stock, sound suppressor

The Executioner takes a Simple Action to remove from the case for conventional usage and removal is required to reload its caseless ammunition.

HK URBAN COMBAT

HK continues to offer the Urban Combat as its high-end entry into the submachine gun market. The weapon is entirely constructed with non-metallic components and is not detectable with traditional MAD sensors. H&K has spared no expense in the weapon's construction with an internal smartlink, a fixed sound suppressor, and a customized hydraulic recoil compensation system. The price of these bonuses is that the weapon is unable to accept further modifications.

- I met a runner who called himself Killzone2 who carried one of these. He never said where he got it from.
- /dev/grrl

- He worked exclusively for Ares until he tried to exceed his mission parameters. I heard he eventually ended up in a Lone Star facility.
- Sticks

ASSAULT RIFLES

AK-98

This rifle is an AK-97 with an integral under-barrel grenade launcher. Recently removed from the Russian inventory as it has largely been replaced by the AN-39, it is still being manufactured for export customers.

- I can provide bulk discounts, if any of you are interested.
- Red Anya

- I know a couple of minor players who might be interested in a few cases each. Can you arrange shipping?
- Picador

- I wouldn't recommend this for serious work. The grenade launcher is too inaccurate for urban room clearing.
- Hard Exit

- I find they work well enough when you use non-lethal chemical agents. Then again I try to minimize killing off potential future customers.
- Marcos

SUBMACHINE GUNS

HK URBAN COMBAT

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7 (9)	8P	—	SA/BF/FA	2	36(c)	16F	2,300¥

Standard upgrades: Smartlink, sound suppressor

ASSAULT RIFLES

AK-98

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5	10P	–2	SA/BF/FA	—	38(c)	8F	1,250¥
Grenade Launcher							
3	*	*	SS	—	6(m)	—	—

**As grenade*

ARES HVAR

The longest continually produced member of Ares' hyper velocity line, the HVAR is a complete small arms solution. It features an integral smartlink, a rigid stock with shock pad and a custom recoil reduction system, which is optimized for the weapon's high rate of fire. Capable of accepting limited modification, the HVAR's barrel is unable to support further additions.

- Spray and pray at its best. Or worst. I've never been that fond of the theory behind these weapons. They cause a tremendous logistics issue for field operations.
- Picador

- I've found them effective is target-rich environments. The rifle lays down suppressive fire like nobody's business, but unlike Picador I don't play in jungles.
- Sticks

ASSAULT RIFLES

ARES HVAR

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	8P	—	SA/BF/FA	3 (4)	50(c)	11F	2,400¥

Standard upgrades: Shock pad, smartlink

HK XM30

The XM30 is H&K's modular weapon system. Each kit comes with a shock-pad-equipped stock, smartgun system, imaging scope, two underbarrel secondary weapons, a secondary feed mechanism, and four different barrels along with a bipod for the heavy options. The XM30 is intended to equip entire military or police units with the ability to change roles based on the operational situation.

- I find them too complex for most of the runners who get them. The type of street sam who tends to shoot first seem to get confused with which option to use first.
- Glitch

- I don't have a problem with mine. It's easier to stow a bag of parts than keep a half dozen full-sized rifle-caliber weapons properly stored.
- Rock Pilot

ASSAULT RIFLES

HK XM30 ASSAULT RIFLE

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6 (8)	9P	–2	SA/BF/FA	(1)	30(c)	15F	4,500¥
Carbine							
6 (8)	9P	–2	SA/BF/FA	(1)	30(c)	—	—
Sniper							
7 (9)	9P	–2	SA	2 (3)	10(c)	—	—
LMG							
6 (8)	9P	–2	BF/FA	2 (3)	100(belt)	—	—
Shotgun							
3 (5)	10P	–1	SA	(1)	10(c)	—	—
Grenade Launcher							
4	*	*	SS	—	6(c)	—	—

Standard upgrades: Imaging scope, shock pad, smartlink

The XM30 takes an Automatics + Agility (5, 1 minute) Extended Test to refit to a new configuration. The Carbine uses the SMG range table.

**As Grenade*

NISSAN OPTIMUM II

The standard weapon of the Imperial Japanese military, the Optimum II is getting a long in the tooth. The weapon gained mass-media fame with General Saito's troop's performance in San Francisco. It has a recoil-absorbing shock pad and a smartgun system.

- Japan has announced a competition to replace the Optimum II, and Nissan wasn't even offered a tender.
- Baka Dabora

- Using the shotgun to open doors is an effective technique in close quarter combat. It also works well when the bounty decides to hunker down waiting for back up.
- Sticks

- I'm more interested in where the rifles will end up once Japan starts to dispose of them.
- Red Anya

- I've heard Shiawase has the inside track on the new contract. The Fatal Light is popular with the generals, and I'm sure the future work opportunities don't hurt either.
- Beaker

ASSAULT RIFLES

NISSAN OPTIMUM II

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	9P	–2	SA/BF/FA	1	30(c)	10F	2,300¥
Shotgun							
4 (6)	10P	–1	SA	1	5(m)	—	—

Standard upgrades: Shock pad, smartlink

SNIPER RIFLES

TERRACOTTA ARMS AM-47

The AM-47 is a large sniper rifle, primarily intended for the larger metahuman species. The rifle features a number of advanced electronics to assist the shooter in destroying their target. The AM-47 is provided with an imaging scope, smartgun system, underbarrel weight, bipod, and a safe target system with an extended barrel for increased range over the competition.

- I'm still amazed with the size of this rifle. I've seen trolls struggle with carrying it, and it's longer than some elves are tall.
- Beaker

- The extended barrel helps with the longer-range shots—and the shorter-ranged ones too.
- Rock Pilot

SNIPER RIFLES

TERRACOTTA ARMS AM-47

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7 (9)	15P	–4	SA	1 (3)	18(c)	14F	35,000¥

Standard upgrades: Bipod, commlink (Device Rating 5), imaging scope (low-light vision, image link, vision magnification), smartgun

ONOTARI ARMS JP-K50

The Onotari JP-K50 has an unusual past, being originally conceived for the next round of the Euro Wars, which never came about. Or at least, haven't yet. It was shelved for decades, and only recently came back into the production queue during the so-called Dragon Civil War. Able to switch between long-range fire against a single hard armored target (such as a dragon) or firing bursts against clusters (such as drakes), it was seen as a weapon that could be issued to entire squads. Not mass produced, but produced enough that cost trumped quality in many ways, the final result is a sort of super-sized assault rifle rather than the kind of high-quality precision design that Saeder-Krupp is world famous for.

- I had trouble believing that the dragon-run corp would create an anti-dragon gun, but then every mercenary that was hired to take out Alamais got to take one of these with them.
- Stone

- And not a lot of them survived. Just sayin'.
- Sticks

PIONEER 60

Morgan Boone's been the face of the Kentucky Long Rifle Company for decades, and his Pioneer 60 is a household staple in rural areas across the CAS and UCAS even if his company refuses to sell it to anyone in the NAN. Simple but effective, it's a rugged design that's perfect for someone that just wants to get out of the house for a weekend of drinking beer and popping off a few rounds into the local fauna.

- Boone's got a powerful hate-on for the NAN, especially the Sioux. His ancestor's rolling in his grave.
- Stone

- He was in the army back in the day. He was in Denver when the war got called off and never got his chance to go fight. Sixty years later, he's still waiting for that war.
- Sticks

- He and Clayton Wilson used to be tight. Went on vacations together, took business trips together, even hired him on as a consultant for a year after Clay got forced out of Lone Star as a favor. He's against "messing with God's will," and they stopped talking after Clay underwent léonization. Old Boone is just too mean to die.
- Kay St. Irregular

SNIPER RIFLES

ONOTARI JP-K50

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7	12P	–3	SA/BF	1	25(c)	13F	12,500¥

Standard upgrades: Shock pad

PIONEER 60

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5	10P	–1	SS	—	5(m)	2R	500¥

BARRET MODEL 122

The definitive anti-material rifle, Barret has been producing world-class firearms for decades, the Model 122 replaces the Model 121 as the company's top-line offering. The rifle continues to be fitted with a sound suppressor, smartgun system and a folding bipod to help enhance long-range accuracy.

- I've heard of shooter using these for some amazing shots, but I can't see how you slip one into a good blind without getting caught.
- Rock Pilot

- I'm not sure why you would want one in an urban setting, but we've used them as part of an anti-vehicle ambush.
- Picador

- I've used a Barret a couple of times. There's nothing like making an Azzie officer's head explode to convince the rest of them to go away.
- Kane

SNIPER RIFLES

BARRET MODEL 122

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7 (9)	14P	–6	SA	(2)	14(c)	20F	38,500¥

Standard upgrades: Bipod, smartgun

SHOTGUNS

AUTO-ASSAULT 16

A favorite among military and mercenary units, the rugged and deadly AA-16 is the latest in the "AA" line of assault shotguns. Unofficially nicknamed "The Warhammer" by its users, the fully-auto capable AA-16 provides superior firepower and ammo capacity in short to medium ranged engagements while completely dominating in a close-quarters battle. Specially designed internal mechanisms also absorb most of the weapon's recoil, making the AA-16 extremely easy to handle in combat.

- The 'Hammer is also easy to maintain. Like its predecessor the AA-12, its internals are made of stainless steel that resists the buildup of all sorts of gunk and needs minimal (if any) lubrication.
- Picador

- They're also very popular for use on drones or automated turrets; especially mine.
- Rigger X

SHOTGUNS

AUTO-ASSAULT 16

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	13P	-1	SA/BF/FA	–2	10(c) or 32(d)	18F	1,800¥

MOSSBERG AM-CMDT

Shotguns aren't known for their accuracy, but Mossberg hopes the latest version of their venerable AM-CMDT will change that. After merging their classic combat shotgun design with the latest in smartgun technology, Mossberg recently began a marketing campaign aimed at law enforcement and security agencies that declared the AM-CMDT a "perfect balance between accuracy and firepower." While previous versions of the CMDT only used flechette ammunition, the current one is capable of accepting all standard shotgun rounds.

- The accuracy lives up to the hype, but the low ammo capacity doesn't lend itself to full-auto use. With full ammo, you'll get one, maybe two trigger pulls before reload is necessary. Best use for this weapon: pick a target and put it down.
- Hard Exit

FRANCHI SPAS-24

An upgraded version of the classic SPAS-22, the -24 is a rugged, pump-action combat gun comes standard with a smartgun system and integrated weapon light mounted in the fore-stock. But instead of the traditional folding stock, the -24 comes with a rigid stock and shock pad.

- Even though it's the same gun with an after-market stock slapped on, the SPAS-24 is proving to be just as popular with law enforcement/security agencies as the older -22s. It may be slightly more difficult to store a rigid-stock versus folding stock in a patrol cruiser, but the badges appreciate the fact that they don't have to take those extra seconds to unfold the stock anymore. In a gunfight, seconds count.
- Sticks

SHOTGUNS

MOSSBERG AM-CMDT

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	12P	–1	SA/BF/FA	—	10(c)	12F	1,400¥

Standard upgrades: Smartlink

FRANCHI SPAS-24

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4 (6)	12P	–1	SA/BF	–1	10(c)	12F	1,050¥

Standard upgrades: Shock pad, smartgun system

REMINGTON 990

Whether you're on a budget and need a good solid boom-stick, or looking for a nice base weapon to modify the drek out of, you can't go wrong with the Remington 990. A solid, no-frills design, the 990 has been in steady production for almost seventy years and is widely available in almost every part of the world. Professionals appreciate the weapon's ruggedness and reliability right out of the box while novices appreciate its ease of use and low cost. The 990 comes standard with a top rail mount and a smaller mount under the fore-stock for accessories.

- A great weapon for those who consider shooting a secondary skill.
- DangerSensei

- And my favorite varmint-gun!
- Kane

- Great, he's drunk-posting again.
- /dev/grrl

SHOTGUNS

REMINGTON 990

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	11P	–1	SA	—	8(c)	6R	950¥

Standard upgrades: Slide mounts (top and bottom)

MACHINE GUNS

GE VINDICATOR MINI-GUN (LMG)

While technically classified as a light machine gun, this six-barreled, belt-fed, rotary lead-spitter is usually mounted on vehicles, drones, or light aircraft. The "Vindi" is also popular with metatypes of a larger stature. Despite the relatively light ammo it uses, the Vindicator has exceptional armor-piercing capabilities and decent recoil management. However, the weapon is also large and cumbersome. Ammo is available in the standard 100 or GE's custom 200-round belt (not compatible with any other weapon system, cost: 100 nuyen). Operating the Vindicator requires a few seconds for the barrels to rotate before it can fire, which can only be done in the Full Auto mode. A smartgun system also comes standard.

MACHINE GUNS

GE VINDICATOR MINI-GUN

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4 (6)	9P	–4	FA	–2	200(belt)	24F	6,000¥

Standard upgrades: Slide mounts (top and bottom)
Users must take a Simple Action to rotate the barrels of the Vindicator before it can fire.

SA NEMESIS (LMG)

Introduced a few years ago by Shiawase Armaments, the Nemesis was designed to be the ultimate support weapon for modern infantry units. While its performance stats are comparable to most other LMGs, the Nemesis stands out because of the various systems that come standard on it. A safe target system with image recognition and one extra set apiece of RFID data and image profiles help prevent friendly fire incidents while the standard smartgun system enhances overall accuracy.

- Expensive, but a damn good investment in my not-so humble opinion. My gunners love this thing and various squads have sometimes paid out-of-pocket to keep them on theTO and E.The safe target systems alone are worth it.
- Picador

FN MAG-5 (MMG)

A common sight on the modern battlefield of the Sixth World, the MAG-5 is often seen as a vehicle-mounted weapon or defending a fixed position. While its overall accuracy is considered slightly sub-par by some, few can deny the raw power of this weapon. A laser sight, gas-vent 2 system, and under-barrel tripod come standard.

- Something the marketing department never mentions: the ergonomics on this thing SUCK! Almost everyone I've met who uses a MAG-5 modifies the grip in some way, myself included; and not because I'm a troll!
- Beaker

MACHINE GUNS

SA NEMESIS

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (7)	9P	–2	BF/FA	–2	50(c) or 100(belt)	16F	6,500¥

Standard upgrades: Gas-vent 2, Safe Target System (20 RFID data sets, 20 image profiles), smartgun system

FN MAG-5

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4 (5)	11P	–3	FA	–2 (–8)	50(c) or 100(belt)	18F	8,500¥

Standard upgrades: Gas-vent 2, laser sight, tripod

ULTAMAX MMG

Normally associated with militaries and mercenaries units of the Pacific Rim, the Ultamax MMG has made its way into other theaters of operation and saw significant action with units who fought in the recent Amazonia-Aztlan War. During that conflict, units fielding the Ultamax made an impression on both allies and foes alike. Because of its compact and somewhat unknown design, the Ultamax is sometimes mistaken for an LMG or EBR at long distances, much to the detriment of enemy forces. Standard equipment includes a foregrip for maneuvering fire, a laser sight for enhanced accuracy, and a tripod for use when fired in a static position.

RUHRMETALL SF-20 (HMG)

When the famed mercenary unit MET2000 commissioned Ruhrmetall for a brand-new HMG, they only had two guidelines: make it easy to customize and make it *powerful*. The result was the SF-20, one of the hardest-hitting HMGs on the planet. The weapon quickly became a mainstay in the MET2000's mechanized and assault forces. Easy-access construction points allows for easy customization while standard equipment includes a gas-vent system, a hip pad brace, and laser sight.

- As part of their contract with Ruhrmetall, only "select" clients approved by MET2000 could purchase the SF-20. After their recent mauling in South America, they've relaxed that policy considerably and dumped several surplus SF-20s on the market to generate emergency revenue.
- Red Anya

MACHINE GUNS

ULTAMAX

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	10P	-2	FA	-1 / -6	50(c) or 100(belt)	16F	7,600¥

Standard upgrades: Foregrip, Laser Sight, Under-barrel Tripod

RUHRMETALL SF-20

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
5 (6)	12P	-4	FA	-1 (-4)	50(c) or 100(belt)	18F	19,600¥

Standard upgrades: Gas-vent 3, hip pad bracing system, laser sight

ULTAMAX HMG-2

ULTAMAX HMG-2

With the success of their standard MMG, Ultamax decided to gain their piece of the HMG market pie. The designers amped up their MMG design and called it the HMG-2. The rushed development coupled with cost-cutting measures resulted in an underpowered and inaccurate base weapon that's sub par compared to other weapons in its class unless significant modifications are made. Standard equipment includes a laser sight and under-barrel tripod.

- Piece. Of. Drek. I got a case of these as payment for a job, but the first time I used a couple in a fight, I got nothing but malfunctions. Almost got my head shot off.
- Kane

- What, no tale of bloody retribution?
- Bull

- Haven't found him yet.
- Kane

MACHINE GUNS

ULTAMAX HMG-2

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4 (5)	11P	–4	FA	–6	50(c) or 100(belt)	16F	16,000¥

Standard upgrades: Laser sight, tripod

CANNONS/ LAUNCHERS

ARES THUNDERSTRUCK GAUSS RIFLE

Ares has had there fair share of arms troubles over the past few years but this was not one of them. The Thunderstruck has been a massive market success, gaining even more brand recognition than the Panther XXL in the assault cannon category. It doesn't pack quite the punch of a standard AC, but its lighter recoil load, quicker cycle time, and unmatched armor penetration have gone a long way to sway those consumers concerned about the heavier price tag.

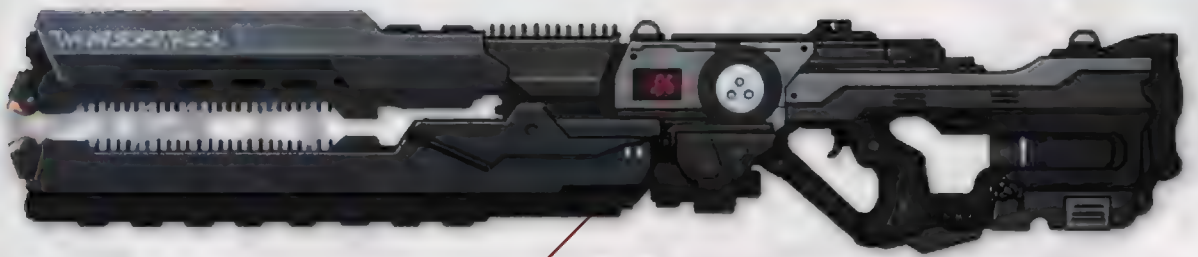
CANNONS/LAUNCHERS

ARES THUNDERSTRUCK GAUSS RIFLE

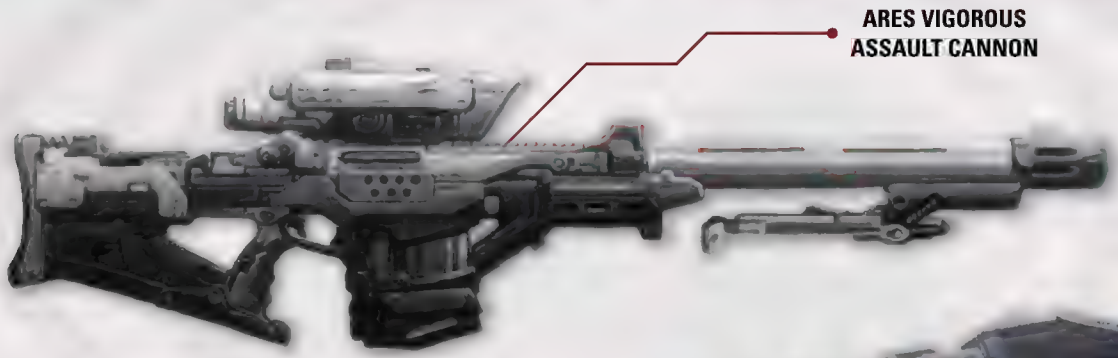
ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7 (8)	15P	–8	SA	(1)	10(c) + Energy	12F	26,000¥

Standard upgrades: Laser sight, shock pad

The Thunderstruck uses both ammunition and energy for each round fired. Power is supplied by peak-discharge battery packs and consumes 1 power unit per shot. The Thunderstruck can hold one power clip or draw its energy from an external source such as a satchel power pack, power backpack, or vehicle power if mounted.



ARES THUNDERSTRUCK GAUSS RIFLE



OGRE HAMMER SWS ASSAULT CANNON

"Pounds like no other" is the sales slogan attached to this heavy hitter. The Ogre Hammer puts a whole lot of hurt downrange by improving the weapon's recoil handling and cycle speed to allow slightly faster firing than other weapons in its class. It's called man portable, but that's a bit of a stretch.

ARES VIGOROUS ASSAULT CANNON

The Ares Vigorous was billed as an early competitor for the Panther XXL. Early word of mouth on the early, bare-bones base model was poisonous, and that carried over to the models with all the bells and whistles. The nice part about that is if you don't care about a smartlink system and realize firing twice with an assault cannon means you've done something wrong, then the Vigorous is your cannon of choice.

ONOTARI ARMS BALLISTA MML

Leave it to Saeder-Krupp to design a system great for taking dragons out of the sky. The Ballista saw a lot of action recently during the Dragon Wars, and mercenary units have picked up quite a bit of the overstock that was produced in expectation of a longer conflict. The system is a backpack and launcher set up that holds four extra missiles that will automatically reload after each shot. The setup comes with a handheld laser designator for independent targeting but the missiles can respond to other designators and their own internal systems.

- Don't fool yourself into thinking this will take any serious dragon out of the sky by itself. It can be part of a larger strategy, but that strategy had better be pretty damn big.
- Hard Exit

CANNONS/LAUNCHERS

OGRE HAMMER SWS ASSAULT CANNON

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6	16P	–4	SA	—	6(c)	20F	32,000¥

Standard upgrades: Advanced safety, integrated commlink (Device Rating 4), imaging scope (night vision, flare compensation, image link, magnification)

ARES VIGOROUS ASSAULT CANNON

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
4	16P	–6	SS	—	12(c)	18F	24,500¥

ONOTARI ARMS BALLISTA MML

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
Missile	Missile	Missile	SS	—	4(m)	19F	7,500¥

The Ballista can attack with both direct and indirect missile fire. A handheld laser target designator is linked to the backpack unit with a fiber-optic cable securing the system from hacking. The Ballista can also accept orders wirelessly from other target designators linked to the user's PAN (see **PANs and WANs**, p. 233, *SR5*).

The magazine is hard to replace and requires 3 Complex Actions if done by a second person. The wearer would need to remove the backpack (Complex Action), replace the magazine (3 Complex Actions), and then put the backpack back on (2 Complex Actions) in order to change it themselves.

MITSUBISHI YAKUSOKU MRL

A direct competitor of the Ballista, the Yakusoku trades the security features and bells and whistles for the versatility of being able to fire both missiles and rockets. Its dual-tube design also allows for faster firing.

- Faster firing is a bending of the truth. The Yak can fire both tubes at once but trying to aim both at once is tough. Smart users load a self-guided missile in one and a rocket in the other. They aim the rocket but launch the missile at the same time.
- Stone

CANNONS/LAUNCHERS

MITSUBISHI YAKUSOKU MRL

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
Missile	Missile	Missile	SA/BF*	—	4 x 2(m)	20F	14,000¥

* The Yakosoku can load up to 4 different types of missiles, 2 in each tube. The missile(s) to be launched can be chosen via the integrated wireless smartgun connection as a Free Action. Firing both tubes at once requires the attacker to split their dice pool or use a self-guided system in one of the tubes.

LASER WEAPONS

Nothing confirms that you're living in the future like burning a hole in someone with a concentrated beam of light. That's what a laser does for you, and for some people that's reason enough to wield them. But if you add on top of that the fact that they don't leave behind bullet cases and they don't experience recoil, you perhaps have some more practical reasons for taking one out in the field.

LASER WEAPON BASICS

Laser weapons suffer no recoil. Laser weapons lose focus and deliver less damage over longer distances. For each range category beyond Short, decrease the weapon's DV by 1 (Medium –1, Long –2, Extreme –3). Laser weapons are also affected by particulate matter in the air that reduce the beam's focus. Environmental Visibility Conditions (p. 175, *SR5*) also affect DV. Decrease the DV by 1 for each level of Visibility modifiers (Light –1, Moderate –2, Heavy –3). The air condition and distance modifiers stack with each other, so firing a Redline at a target at Extreme Range through Moderate Fog reduces the DV by 5.

Portable laser weapons derive their power from peak-discharge battery packs (see p. 52). Stationary or vehicle mounted laser weapons are often directly linked to energy sources.

Laser weapons require the Exotic Ranged Weapon (Laser Weapons) skill to use.

They may mount underbarrel and top mounted accessories only and cannot be modified in any way.

ARES REDLINE

ARES REDLINE

Featured as the weapon of Ace Holt in the *Cross Point: Daedalus* trideo trilogy, the Ares Redline laser pistol has been the poster child for Ares' laser weapons program. Even though it has been on the market for a number of years the Redline has not seen many improvements or, as most folks were hoping, an increase in production volume.

ARES LANCER MP LASER

It was inevitable with the popularity of the Redline that the MP-Laser line would get an upgrade and facelift to fit the image of a sci-fi laser rifle, ready for an alien invasion. Though unless the aliens are attacking a high-profile Ares facility or Firewatch training facility, we likely won't see many Lancers on the front line.

- The Lancer is the evolution of the MP-III "Dragon," a model that had very poor product recognition and identity due to the helicopter of the same name.
- Sticks

LASER WEAPONS

ARES REDLINE

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
3	5P	–10	SA	—	10(c) or external source	14F	7,500¥

The Ares Redline consumes 1 power unit per shot and draws its power from a detachable power clip or an external source, usually a satchel power pack.

It uses SMG ranges.

ARES LANCER MP LASER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7	7P	–10	SA	—	2 x 10(c) or external source	18F	16,000¥

The Archon uses 2 power units per shot and is either powered by twin power clips or by an external satchel or backpack power pack. It uses Assault Rifle ranges.

ARES LANCER MP LASER

ARES ARCHON HEAVY MP LASER

ARES ARCHON HEAVY MP LASER

Pushing the limits of the MP denotation, the Archon is Ares' biggest personal laser system. Too heavy and awkward for most users the Archon comes standard with a bipod and a mount for either a tripod or gyro-mount. This bad boy will make anyone stand up and take notice.

- More like duck for cover if they're smart!
- Slamm-0!

- Actually, more like stand up and raise their arms in surrender. This beast cuts through cover.
- Sticks

LASER WEAPONS

ARES ARCHON HEAVY MP LASER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
7	10P	-10	SA	—	External source	24F	35,000¥

Standard upgrades: Bipod, tripod mount, or gyro stabilization unit mount

The Archon uses 4 power unit per shot and is powered by either an external battery pack (almost always a power backpack) or by linking it directly into the local energy sources when used as part of a permanent emplacement (for unlimited ammo as long as the energy supply remains online).

The Archon uses sniper rifle ranges.

FLAMETHROWERS

Flamethrowers are terrifying weapons that ignite a stream of gasoline and oil or napalm so they can spew flaming death. Older model flamethrowers store their fuel in a backpack-like tank, while the user holds a pistol-grip nozzle with a hose attached to supply the fuel. Modern handheld flamethrowers merge everything into a portable package about the size of a submachine gun or assault rifle. This means less fuel but a lot less shoot-the-fuel-tank-type situations.

ALL ABOUT FLAMETHROWERS

Flamethrowers require a small flame to ignite the fuel mixture. Igniting the flame require a Complex Action to ready it. If the flamethrower is connected via wireless to the users PAN, it's only a Simple Action. A wireless DNI connection makes it a Free Action.

Flamethrowers can be used to blast a single target or they can be used to spread flame over a wider area in an attempt to strike multiple targets. The area attack takes a Complex Action and allows the user to attack up to two additional targets within two meters of another target. A single Attack Test is made against all targets, and they make their Defense Tests separately. The DV is reduced by 2 for each additional target the flame is engulfing.

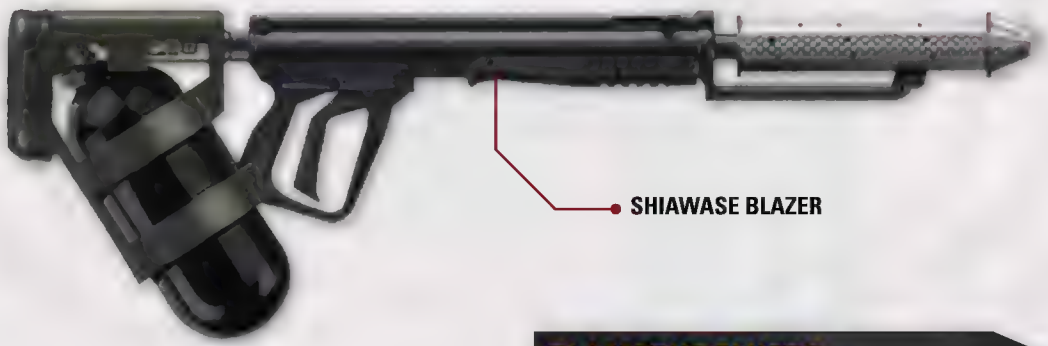
Flamethrowers can also be used for laying down Suppressive Fire (p. 179, *SR5*), consuming four shots, and they can take advantage of the same rules as Flechette Suppressive Fire (p. 120).

Flamethrowers deal fire damage (p. 171, *SR5*) and will set fire to almost every item caught in the attack's area of effect for at least a short period of time (gamemaster's discretion).

Flamethrowers use Taser ranges but suffer only a –1 penalty at Extreme range and no penalty at Long range or closer.

Flamethrowers use the Exotic Ranged Weapon (Flamethrowers) skill.

Flamethrowers cannot mount any accessories except biometric safety systems (Advanced Safety, p. 50).



SHIAWASE BLAZER

Handheld flaming death! The Blazer is small and easily portable. Used heavily during the Az-Am War to root out Amazonian guerillas, the Blazer has found its way into the standard arsenal of many mercenary and special operations units around the world.

FLAMETHROWERS

SHIAWASE BLAZER

ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST
6	10P	-6	SA/BF/FA	—	4(c)	16F	2,200¥

Replacing the fuel tank requires a full Combat Turn.

WEAPON ACCESSORIES

Got a gun? Great. Is it just like it was when you bought it, the same model any schmuck can buy in their neighborhood Lock 'n' Load? Then you're doing it wrong. You're not some ordinary, off-the-shelf person, right? You've got your own skills and characteristics, the things that make you different from anyone else, the things that give you your edge. Your character's weapon should reflect that—it should have qualities that accentuate your strong points and mitigate your weaknesses.

Let's start with the basics of how you're going to add stuff to your weapon. When you want to add something to your weapon, it's going to go into one of six places. 1) One **top** of the weapon; 2) **Underneath** the barrel of a weapon; 3) On the **side** of a weapon; 4) **Internal** to the weapon, meaning it is built into the weapon and integral to its systems; 5) Replacing or adding to the **barrel**; 6) Replacing or adding to the **stock**.

Some accessories are easy to add—a snap-on part here, a screw there, and boom, it's done. Other parts are a little more complicated and should only be put on by someone who knows what they are doing.

Given that you want to do something to modify your weapon—because we just told you that you do—we should talk about what you might do to your weapon. So here are the mods, and what you need to know to get them in place.

Advanced safety system (modification): It's always good to make sure your weapon only goes off when you want it to. The advance safety system works along with your smartlink (meaning that you need a smartlink to have one of these) to make sure only an authorized user fires the gun. There are a few ways to pull this off—one is to have biometric scanners in the grip or butt of the weapon, or the system can scan for an authorized RFID tag or PAN within 1 meter of the weapon. (This works similarly to a maglock card reader, system, p. 363, *SR5*.) If the authorized user(s) is present or holding the gun, it'll be ready to fire. If not, no dice. These systems have a default Device Rating of 3.

The basic system keeps unauthorized users from firing the gun, but you can put on a few extras to make things a little more interesting for people trying to mess with your stuff. The *immobilizer* locks everything up so that it will take more than a biometric scan to get it going again; instead, you need an Armorer took kit and an Armorer + Logic (12, 5 minutes) Extended Test to get it working again. *Self destruct* bricks the thing but good, damaging the internals beyond repair. *Explosive self destruct* is the next step up, blowing the weapon up with 14P(f) damage (AP -5 for the person holding the weapon, +4 for anyone else) and a -2/m blast radius. *Electro shocker* delivers 5S(e) damage to the miscreant using your weapon; it can go off three times before it needs to be recharged. You can only have one extra deterrent as part of your safety system. The system, whether it's the basic one or a fancier version, can only go in the internal slot.

Bayonet (accessory): Some people think the bayonet charge became obsolete around the time of the Amer-

MODIFYING WEAPONS

Each accessory in this section is classified as an "accessory" or a "modification." An accessory can be installed with little difficulty by pretty much anyone onto the top, bottom, or side slots. Just buy it, snap it on one of your available mounts, and you're off and running. Note, though, that these accessories cannot be snapped on and off in a short amount of time (unless you have a slide mount, p. 52). Assume swapping them on and off takes at least five minutes while sitting still, making it impractical to do while in the middle of a firefight.

In case it needs to be said, you can't install the same modification or accessory twice and expect to double the benefits. If you really want to, you can install the same modification in two different spots, but you'll only get the benefit once, so you'll be wasting a slot. You also can only have one modification per slot. Some types of weapons have further limitations—for example, light pistols can only take top and barrel-mounted accessories, while hold-outs can't take accessories at all.

If you add an accessory to the stock, barrel, or internal slots, or add a modification, a little more work is needed. Here's what to do.

1) **Make sure you know what to do.** Make a [Type of Weapon Knowledge skill] + Logic (4) [Mental] Test to see if you know how to make the necessary modification. If you want a little help on the test, you can search for plans that might provide guidance. This can be a Matrix Search (Computer + Intuition [Data Processing]) with a threshold based on the availability of the modification (see **Matrix Search**, p. 241, *SR5*). Restricted mods should have a threshold of at least 3, and forbidden items should have a threshold of at least 6. Players can also ask their contacts for plans; use the basic legwork rules (p. 387, *SR5*) to discover if the contact knows what to do and is willing to share it with the player's character. If you are able to find plans, add 6 dice to your test to see if you know how to make the modification.

2) **Prepare the proper tools.** Unless otherwise noted, a kit is sufficient to attach accessories to the top, underneath, or side slots, while a shop is needed for internal, barrel, or stock modifications.

3) **Roll the test.** For weapons modifications, this is generally going to be an Armorer + Logic [Mental] Extended Test, with thresholds and intervals determined using the guidelines on p. 48, *SR5*.

ican Civil War. Some people are not creative enough. A blade on the end of your firearm means more options, and in the shadows, this can be a very good thing to have. Bayonets can be fixed to the top or underneath slots of rifle-sized or larger weapons (though honestly, fixing one on top of your HMG is not going to be terribly useful). When attached on a weapon, it has Reach 2, DV (STR +1)P, and AP -1; it has the same stats when detached, only its Reach is 0. In either case, use the Blades skill when attacking with it.

Concealed quick-draw holster (accessory): What more do you want a holster to do? You get to reduce the Concealability modifier of your weapon by 1 while the threshold to quick-draw a holstered weapon drops by 1. It won't fire the thing for you, though, so buckle down and do it yourself. The holster does not take any slots in your weapon. Please excuse our compulsion to point out fairly obvious stuff like that.

Extreme environment modification (modification): When you need to keep the cold from freezing the lubricants in your machinery, or when you want to keep sand from getting in every nook and cranny and gumming up the works, this is what you need. This won't make a weapon work in a place where the basic laws of physics say it won't function—your flamethrower's not going to work underwater, no matter how much you tinker with it. There are different levels for this upgrade: *Level 1* allows for normal use in polar or desert climates; *Level 2* allows for use in all extreme environments. When used in normal atmospheric conditions or underwater, weapons with the Level 2 modification have all range levels cut in half. They also need to be serviced after every 100 rounds fired. This takes 500 nuyen worth of materials and requires an Armorer + Logic (12, 1 hour) [Mental] Extended Test.

This modification does not take up any slots in the weapon and requires a tool shop to install.

Flashlight (accessory): Because, well, light helps you see. This light is designed to point where your gun is without being obvious; a recessed light source makes it tough for outside observers to see exactly where the light is coming from. Unless you're directly in its path, in which case you see it to well. If the light's shining right at you and it's the type of light that would normally help you, then you get a Weak Glare modifier (p. 175, *SR5*).

There are three kinds of flashlights. Standard flashlights provide Partial Light; low-light flashlights uses a soft red light to help people with low-light vision, moving them up one row on the Environmental Modifiers chart (p. 175, *SR5*); it is useless to characters without low-light vision. Infrared flashlights work similar to low-light flashlights, only for characters with infrared vision instead of those with low-light vision. They move the modifier one row up the chart, and they do nothing for people without infravision.

Folding stock (modification): This is a stock. That folds into the weapon. Got it? It provides 1 point of re-

coil compensation—but only, of course when it is out and braced against the user's shoulder. It must be installed in the stock slot and requires a Simple Action to move in or out; there is a motorized version that makes folding and unfolding it a Free Action.

Foregrip (accessory): This is a handle you put on in the front of the weapon to give you a sturdier grip. It can only be mounted on the barrel, and it cannot be used on Pistols and Hold-outs. It provides 1 point of Recoil Compensation and adds 1 to the Concealability of the weapon to which it's attached.

Gecko grip (modification): Have trouble holding on to your gun? Then maybe you shouldn't have one. But if that's not an option, then try gecko grip, which makes your piece stick in your hand like, well, a gecko hanging on a wall. This gives your grip a bunch of tiny fibers that are awfully clingy to just about anything. The fibers can be turned on and off via wireless command if you have a smartgun—if not, pressing two buttons at the same time does the trick. The mod gives a +6 bonus on any tests to see if a character keeps grip on the gun. This can go on any weapon with a grip, whether they have a stock slot or not; if they have a stock slot, this takes it up.

Guncam (accessory): The device that launched a thousand stupid-ass MeFeed videos. Whatever the gun is pointing at, it records. Yeah, you don't always want a record of what you're about to shoot, but sometimes that footage is invaluable—whether you need to show Mr. Johnson what you managed to pull off, review footage to help you plan your next move, or doctor what you filmed to make you look good, the video you film has plenty of possible uses. Its Device Rating fills in for any necessary stats. Guncams can be installed in the Top, Underneath, Barrel, Side, or Internal slots.

Hip pad bracing system (accessory): Some weapons are, quite simply, a huge load. This system allows you to move some of the weight of the weapon to your hip, distributing the weight more and letting you brace it better. The end result is that the user gets 1 point of recoil compensation. It uses the stock slot.

Improved range finder (accessory): Laser range finders are standard equipment on smartlinks, but if you have the scratch you can make its range calculation functions even better. It combines three technologies—microwave, laser, and radar—to give you an extremely accurate calculation of range. The effect of this is to reduce range modifiers by 1. This only can be used in weapons that have a smartlink; it can be positioned in any slot besides the one that has the smartlink. This bonus cannot be combined with any bonuses from image magnification on the weapon.

Peak-discharge battery packs (accessory): For weapons that need a power source, this is it. It does not take up a slot; weapons that need it already have a spot for it. It charges at a rate of 1 power unit per 30 minutes. The number of power units used per shot is listed with each weapon.

These packs come in three forms: *power clips,* which hold 10 power units and fit into a weapon like a clip would; *satchel power packs* that hold 20 power units, are about the size of a canteen, and are usually attached to belts, and *power backpacks*, which hold 30 power units and are worn on the back, of all places. Satchels and backpacks are attached to weapons with a self-recoiling cord that requires a Simple Action to attach.

Many hundreds of hours have gone into testing and refining the makeup of these batteries to make it so they are not susceptible to explosions. So no, you can't use one as an improvised explosive device.

Safe target system (accessory): The goal of this system is to avoid those situations where your mates are chewing you out for accidentally shooting them in the hoop. Using information about your teammates' appearance and the electronics in their PAN, this system attempts to recognize when you are aiming at any spot within 1 meter of a friendly target. In these situations, the system locks the trigger, preventing you from firing. Once the friendly target isn't at risk anymore, you can start firing again. Note that the system interprets risk broadly—if there is something between you and a friendly target, the system will lock you out, unless that "something" is an entire office building or Mt. Rushmore or something.

The basic system can mark up to 10 RFID profiles (or GPS coordinates if you want to designate fixed locations as "safe"); for a few extra nuyen you can add more profiles. If you want a little more accuracy, allowing you to easily shoot the drekhead who stole your buddy's commlink without difficulty, then upgrade to the image recognition system. You'll need a guncam or smartlink to use this function. The base image recognition allows you to enter up to 10 different visual profiles, which can be as broad as "anyone wearing the Ancients' logo" or as narrow as precise scans of members of your team. As with the GPS/RFID system, you can spring for extra profiles if you need them.

The safe target system can be mounted on any location besides the stock.

Slide mount (accessory): By installing this on the top, underneath, or side slots, you can make it much easier to install and remove items in these locations. Items may be taken on or off using a Simple Action.

Sling (accessory): For Special Forces troops, this is a sturdy piece of mesh or canvas custom-fitted to the user and positioned on the weapon in a way to ensure it can be readied as quickly as possible. For guerilla warriors, this might be a piece of rope, and old belt, or anything else that can be rigged up to help them keep from dropping their weapon. No matter how complex or simple, the function is basic—it makes sure your weapon doesn't fall to the ground when you're running or diving from an explosion or in the middle of being shot or whatever. It may be shot out of your hands, but getting it ready again is a Simple Action. The sling does not take up any slots on a weapon.

RECOIL COMPENSATION COMPATIBILITY

Recoil compensation is important to anyone who likes to fill the air with lead. There are a number of options to reduce your recoil, but they are not all compatible with each other. Here's a quick list of those options and which of the other options don't stack with them. Remember that as with other accessories and modifications, accessories are also not compatible with each other—you can't put the same item on twice and expect to double the benefit.

THIS OPTION...	DOES NOT STACK WITH...
Bipod	Foregrip, gyro mount, sling, tripod, underbarrel weight
Folding stock	Hip pad bracing system, shock pad, sling
Foregrip	Bipod, gyro mount, tripod, underbarrel weight
Gyro mount	Bipod, foregrip, tripod, sling, underbarrel weight
Hip pad bracing system	Folding stock, shock pad, sling
Shock pad	Folding stock, hip pad bracing system, shock pad, sling
Sling	Bipod, folding stock, gyro mount, hip pad bracing system tripod, underbarrel weight
Tripod	Bipod, foregrip, gyro mount, sling, underbarrel weight
Underbarrel weight	Bipod, foregrip, gyro mount, sling, tripod

Tracker (accessory): This is a customized RFID tag that combines the functions of security and stealth RFIDs, giving you the chance to track down your weapon if for some reason you don't know where it is. Use the rules for RFID tags, p. 440, *SR5*; assume the tracker has the function of a security tag and a stealth tag. The tracker does not take up any slots in a weapon.

Underbarrel bola launcher (modification): Would your weapon be enhanced by the ability to throw out two balls connected by a thin rope that can entangle and trip up your opponent? If your answer is "no," please go back and read the questions again. As the name indicates, this goes on the underneath slot, and it can only go on weapons rifle-sized or larger The launched bola works in the same way as a regular bola (p. 27) as thrown by someone with Strength 5. It uses Heavy Pistol ranges, and wielders fire it with the Exotic Ranged Weapon (Bola) skill.

Underbarrel chainsaw (modification): Very useful in case you need to chop wood for a campfire while out on a run, or cut some lumber to repair floorboards.

Ha! Who are we kidding? This is there for those times when you might want to use a bayonet but would prefer something louder and messier. If you don't know what times might require that, you haven't been in the shadows long enough. Use the Exotic Melee Weapons (Chainsaw) skill for this; when used against a barrier, double its Damage Value. It can only be mounted on the underneath slot and must be used on rifle-sized weapons or larger. Sorry for killing your dreams of a chainsaw pistol.

Underbarrel flamethrower (modification): We've known runners so fond of fire that they might mount one of these on an actual flamethrower. This can go on the underbarrel slot of a rifle-sized weapon. For rules covering flamethrower use, see p. 49.

Underbarrel grapple gun (modification): It's a grapple gun mounted on the underneath slot of a rifle-sized weapon or larger. No muss, no fuss. For grapple gun rules, see p. 449, *SR5*.

Underbarrel grenade launcher (modification): Give yourself the ability to lob grenades out there with your weapon. It can be mounted (say it with us now!) on the underneath slot of a rifle-sized weapon or larger. See p. 434, *SR5*, for more information on using grenade launchers.

Underbarrel weight (accessory): It may be a crude way to reduce recoil, but it still works. By placing some weight in the underneath slot of a weapon, you prevent the kick from being as severe as it would be otherwise. This provides 1 point of recoil compensation when using the weapon in Full Auto mode.

Weapon commlink (accessory): Once you get over the idea that using your commlink means touching it all the time, placing one in your weapon becomes a sensible move. Your weapon becomes the heart of your PAN. Many users like to use this with the weapon personality mod.

Weapon personality (accessory): Does your gun need its own software complete with an artificial per-

sonality to provide information in a more chatty fashion instead of just providing numbers, crosshairs, and other similar data? Depends on how you function. If meta-to-meta interaction is how you prefer to get your information, you might want a weapon personality, which provides a metahuman-like interface so you can chat away. The guttural Neil the Ork Barbarian with its "scalped 'em" grunt to tell you when you got a hit is especially popular.

AMMO

Not in the mood for a new gun, but still want a different experience with your firearm? Then load out some new ammo! Check out these options to add some extra pop or flare to your gun.

EX-EXPLOSIVE

What is better than something blowing up? Something blowing up bigger of course. These little darlings pack a punch and always seem to get the job done. My hats off to the chummer who decided he needed a better boom in his life.

FRANGIBLE

Sometimes you want a bullet that can shoot through walls, other times you want something that will hurt the soft targets in range but leave the hardware alone. Frangible bullets can put some hurt on a metahuman target, but they break up when hitting something hard, meaning they won't damage nearby metal-encased gear. Or armored-up trolls, so select it with caution.

FIREARM ACCESSORIES AND MODIFICATIONS

ITEM	AVAILABILITY	COST
Advanced safety system	4	600¥
Immobilization	[illegible]	100¥
Self destruct	6	200¥
Explosive self destruct	[illegible]F	400¥
Electro shocker	6R	350¥
Bayonet	[illegible]	50¥
Concealed quick-draw holster	6	275¥
Extreme environment modification	[illegible]	Level x 1,500¥
Flashlight		
Standard	2	50¥
Low light	4	200¥
Infrared	6	400¥
Folding stock	2	30¥
Foregrip	2	100¥
Gecko grip	6	100¥
Guncam	4	350¥
Hip pad bracing system	4	250¥
Improved range finder	6	2,000¥
Peak-discharge battery packs		
Power clip	[illegible]F	400¥
Satchel power pack	16F	900¥
Power backpack	[illegible]F	2,500¥
Safe target system base	6	750¥
Additional set of RFID or GPS data (10 data sets)	[illegible]	25¥
Image recognition capabilities	8	300¥
Extra image profiles (10 profiles)	[illegible]	25¥
Slide mount	4	500¥
Sling	—	15¥
Tracker	4	150¥
Underbarrel Bola Launcher	[illegible]	350¥
Underbarrel Chainsaw	10R	as chainsaw + 500¥
Underbarrel Flamethrower	as flamethrower + 2	as flamethrower + 200¥
Underbarrel Grapple Gun	8R	600¥
Underbarrel Grenade Launcher	10F	3,500¥
Underbarrel Weight		
Weapon Commlink	as commlink	as commlink + 200¥
Weapon Personality	8	250¥

AMMO

AMMO	DAMAGE MODIFIER	AP MODIFIER	AVAILABILITY	COST
EX-Explosive Rounds	+2	–1	14F	120¥
Frangible	–1	+4	2R	100¥
Flare	–2 / +2	+2 / –3	6R	20¥
Tracker	–2	–2	6F	150¥
Capsule	–4	+4	2	5¥

ADDITIONAL RULES

Frangible rounds face double the Armor against all Barriers.

Flare rounds are intended to be shot into the air and act as a signal or location marker. They ignite upon firing and explode into a shower of burning sparks at 60 meters. Targets struck by a flare round may catch fire (see p. 171, SR5). The first numbers listed are for a round impacting at less than 60 meters. The second is for a round impacting between 60 and 62 meters. These rounds are ineffective beyond 62 meters no matter what weapon they are loaded into.

Tracker rounds include an RFID tag inside the bullet. If the target is damaged by the hit, the tracker round remains within the body of the target until it is removed. If all damage is resisted, the round is imbedded in the target's armor. On a Grazing Hit, roll the attacking character's Edge. A single hit means the tracker imbeds in the armor; no hits means the shooter will be tracking the movements of the nearby pavement.

Tracker rounds contain either security or stealth tags (see p. 440, SR5).

Capsule rounds carry a liquid that, upon impact, splashes the target. Damage and AP are for the damage of the shot itself. A successful hit, including a Grazing Hit, means the capsule ruptures and the target faces damage from the chemical.

The rounds listed are empty but can be filled with a chemical with a Logic + Armorer [Mental] (12, 1 minute) Extended Test for each round. A single dose of chemical fills 5 rounds and must be purchased separately.

Capsule rounds all use Light Pistol ranges, no matter what weapon fires them.

FLARE

Originally designed just for shotguns, these rounds now come for your heavy pistol, SMG, and assault rifle as well. A convenient little signal to keep on hand in case of emergency.

TRACKER

As if catching a bullet wasn't bad enough, these babies make you worry about getting tracked like a wild animal afterwards.

CAPSULE

So once there were rounds designed for marking trees and cows and stuff, and some people thought it would be fun to fire them at each other. Then militaries figured out how to use them in training—and also realized things besides paint could be loaded in them. That led to our modern-day capsule rounds. They're lighter than standard rounds and therefore lack much of a punch, but it's not the bullet but the payload that really matters.

ARMOR & PROTECTION

Over the years, Wombat's trusty SecuriTech Armadillo line armor jacket had turned aside its fair share of bullets, blades, beer bottles, and even a few bombs to keep him from slipping into the annals of shadowrunner history, but its days were numbered and Wombat thought it was the perfect time to buy something new.

He had wanted to get access to Armand's Armor Emporium, the famous runnerware host that sold everything from triple B (Bargain Basement Brands) to Zoé, but he lacked the street cred for that kind of hookup, so instead he was browsing the racks of WeaponsWorld while trying to use his 'link to comparison-shop a few Matrix sites. Thus far he had found that WW wasn't full of great deals. A lot of sites beat them by a long shot, but when the price nearly doubled to have it altered, and then tack on the shipping (which made him think it was coming in from orbit), Wombat settled in to focus on the meatworld.

It was a good thing, too. Despite being distracted by the plethora of colors and styles in which armor jackets were being created these days, he managed to notice the rapidly darting gaze of a fellow customer bouncing between the clerk behind the armored glass, a seemingly gleeful elf with an armor vest over his shoulder waiting in line to pay, a rather bulky-looking ork who appeared to be sifting through magazine softs near the front door, and the two-plus meters of troll that stood guard there. The shifty-eyed customer, a rather unremarkable human, was hiding his gaze behind some top-end shades that certainly didn't match the rest of his street chic outfit.

Wombat took note of everything and then shifted back a few rows. He couldn't see the shifting gaze, but for now he didn't think it was necessary. He'd spotted the players and was just waiting for the play to go down.

And go down it did.

The elf got to the head of the line and chatted with the clerk for a few seconds before slipping what looked like a certified credstick through the payment slot. No sooner was the stick through than the elf ducked down and let the armor vest pull up over his head.

The troll at the door must have had some wires installed because he moved fast. Wombat barely had time to activate his own reflex system before the troll was dropping his massive fist down onto the crouching elf. The armor vest, a low-grade knockoff of Ares' latest design, did little to stop the troll's fist.

The mag-soft browser was close behind the troll, though not close enough to save his ill-fated companion. The ork made three quick jabs at the troll's back and legs. Each hit was followed by the distinctive "pop" of shock gloves discharging. Instead of seeing the troll start doing the herky-jerky from the excess of electricity pulsing through his massive muscled structure, Wombat watched the ork's eyes widen as the troll spun and sent the shocked striker flying with a massive backfist.

A flash of light from inside the clerk's booth was quickly dimmed by Wombat's flare compensation eyeware, but the troll was not so lucky. The big guy's hands went up to his eyes just in time for the shifty-gazed human to move in and plant a steel-toed boot square in the troll's abdomen. It was the kind of wide-open hit that usually made P2.0 streams across the globe showing the little human take down the big troll. What really happened still deserved a few million hits on a P2.0 as that distinctive pop of shockware filled the air again, this time sending the shifty-eyed son of a bitch to the floor.

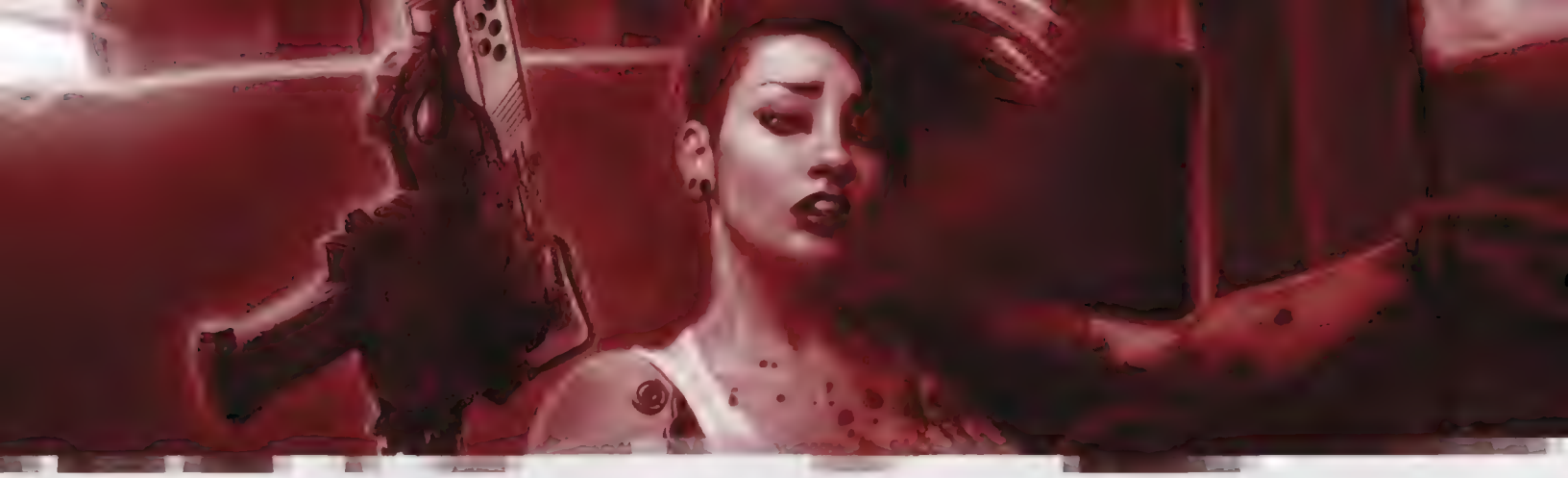
Wombat had seen enough. He moved toward the troll cautiously and spoke. "They're all down."

"No drek," the troll said as he rose back to his full height.

"You just security here or you do sales too?" Wombat asked.

"What're you looking for?"

"I'll have what you're wearing."



WHY WE WEAR IT

POSTED BY: ARMAND

- Folks, meet Armand, my favorite dealer of personal protection. I like him because yeah, while he wants to make a sale, he also wants you to get something that suits you, and he wants you to stay alive. So he'll give it to you straight. Have fun!
- Slamm-0!

All right JackPointers, welcome to Armand's Armor Emporium. I got some quick personal write-ups and some cut-and-paste jobs from the various manufacturers' catalogs, but I don't want to spend a lot of time with corporate-speak. I'll tell you what I think, and I want to hear back from you people with some real-life testimonials from those who wear this stuff on the mean streets around the world.

HIGH-FASHION ARMOR CLOTHING

I don't carry most of this stuff in my shop, but I advertise them here because these companies give me good nuyen to do so. I'll still be honest on my opinions of their lines and expect you all to do the same. Is it an outfit that stops people in their tracks to get a good look at you but has the stopping power of tissue paper? Then say so!

ARMANTÉ

This year's line is heavily influenced by the worldwide outcry of support for Aztlan against the eco-terrorist forces of Amazonia. Neo-Aztec influences define the styles of Armanté this season. This isn't surprising to those of us who keep our ears open to the shadows, as Aztechnology was a major supporter for Vitorrio Armanté's shadow war with Zoé to recover the rights to the line name back in '73.

- Looking forward, expect next year's designs to host a mix of Native American and old American styles as the Olympics, held in Seattle, will be the place to highlight fashion in '76.
- Plan 9

- Armanté has always been a leader in the armored fashion field in terms of quality product, but while they manage to be aces in that category, their lines have absolutely zero interchangeability. You obviously cannot mix fashions from different years, as they change radically, but even mixing pieces from the same year is a challenge. The cuts and styles of their pieces look terrible if mixed.
- Thorn

- Taking a look back, we can see that Armanté looked to Sub-Saharan Africa to influence their '74 line, likely due to a heavy push on the Kilimanjaro Mass Driver—a project that still hasn't been fully brought online, I might add. I actually thought Armanté was taking a serious fashion forward leap in '73 when they came back on the scene with a totally retro/post-apocalypse-chic look pulled from the styles of 1920s America blended with something out of an episode of *Dark Futures*.
- Bull

- *Dark Futures*! I love that show. The "What If?" take on some of the recent major world events is awesome.
- Slamm-0!

ARMANTÉ

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Armanté Suit	8	4	10	2,500¥
Armanté Dress	8	4	10	2,500¥
Features: Increase Social Limit by 2				
Wireless Bonus: +1 dice pool bonus to Social Tests				

MORTIMER OF LONDON

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Berwick Suit	9	5	9	2,600¥
Berwick Dress	8	4	8	2,300¥
Crimson Sky Suit	8	5	6	2,400¥
Summit Suit	8	6	7	2,500¥
Summit Dress	7	5	7	2,200¥
Features: Custom Fit, increase Social Limit by 1, –2 modifier for Concealability				
Wireless Bonus: +1 dice pool bonus to Social Tests				

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Greatcoat Coat	10 / +3	10	8	3,000¥
Ulysses Coat	10 / +3	12	8	3,100¥
Argentum Coat	12 / +4	14	10	3,600¥
Features: Custom Fit (Stack), increase Social Limit by 1, –3 modifier for Concealability				
Wireless Bonus: +1 dice pool bonus to Social Tests				

MORTIMER OF LONDON

Not exactly fashion-forward, but classic enough to always stay near the height of fashion. Mortimer has stuck with the classics, anchored around the venerable Berwick line. All pieces are custom tailored and fit, and I especially love that they include custom tailoring to fit "exceptional physical aspects" of their individual customers. Original pieces have to be sat for with a Mortimer certified tailor.

I have a pretty solid stock of "lightly worn" Mortimer from some of his past lines. They lack the custom-cut features, but they can still have the important effect of making you look classier than you really are. The Crimson Sky and Summit lines from back in the early '60s have aged quite well. And though they lack some of the wireless perks of many modern armors, they still stop bullets.

- High-end enough to get you into some of the nicest establishments but not completely out of reach for the average runner.
- Netcat

- Problem is, this stuff has become almost a dead giveaway of runners working places that are outside their income bracket. And on top of that, they have a high enough resale value that wearing them makes you a target for the scum that live in your neighborhood.
- Mihoshi Oni

- I like the mix-n-match option Mortimer promotes, especially since their pieces can be mixed across years without creating a total fashion faux-pas. Look for this stuff on the resale market if you're on a budget. It works well with Armand's "lightly worn" stock, too.
- Picador

VASHON ISLAND

(A FULLY LICENSED SUBSIDIARY OF SHIAWASE FASHION)

Can't resist throwing on the little tag line just so we remember who's in charge of this line. A few years back these lines were hot, but they've been adding feature after feature since then so that the things are getting pretty unwieldy. The rather unoriginal Aces High line added the Ace of Cups (high-collar floor-length coat with back shoulder flaring and flowing-but-layered lower half), Ace of Swords (WWII Japanese pilot style, complete with wakizashi scabbard built into the back), Ace of Wands (new-age wizard styling with lots of little pockets for reagents), and Ace of Coins (black juggernaut hide with platinum thread stitching and solid gold accents) this year and have been having quite a resurgence of both the new and old lines. And before you say anything, yes, I know there are no aces in tarot decks. Vashon Island doesn't care.

- To remind those who aren't old ... err ... don't remember, here's the descriptions from the original line: Ace of Spades featured a WWII US fighter pilot style,

ARMOR FEATURES

SOCIAL LIMIT MODIFIERS

The value and status of simply wearing certain outfits help characters impress those around them, while on the other hand wearing camo fatigues at a social gathering isn't the social standard. Some pieces of armor raise the Social Limit of the wearer. These modifiers do not stack; only the highest modifier of any visible clothing item counts (and "visible" means seeing enough of it that viewers get a solid impression of what the garment does on the wearer. Seeing, for example, only the edge of a cuff poking out from under the sleeve of a battered overcoat or the hem of a dress beneath a housecoat will not provide the modifier). Some increases are limited to certain social circles; those limitations will be listed along with the bonus.

LIGHTLY WORN

The Lightly Worn option provides runners with a chance to buy some primo gear at a discount rate, with a few catches. Buying from the Lightly Worn section requires the character to have Armand as a contact with a Loyalty of at least 2. When gear is purchased Lightly Worn, the character gets a price discount of 25 percent, but they only get the Armor rating; they do not get any of the Features of the armor.

The Lightly Worn feature can be bought off by having the piece of Armor refit. This requires an Armorer + Logic [Mental] (10, 1 hour) Extended Test and costs 10 percent of the original armor cost for each Feature the character is trying to have restored.

CUSTOM FIT

Items that are Custom Fit were measured for a specific person. They are specially designed for that person and don't fit well on anyone else, therefore conferring none of the positive Social Limit adjustments to the character. When an item is Custom Fit, any changes to an individual's Physical Attributes, whether through Karma advancement or augmentation (but not through magic), require the suit to be refit. The refit process requires an Armorer shop and an Armorer + Logic [Mental] (10, 1 hour) Extended Test. The owner can also use their Contacts to help them get the job done, requiring loss of the armor for one week and a payment of 25 percent of the initial armor cost.

CUSTOM FIT (STACK)

This characteristic employs all the Custom Fit rules, but in addition these items can stack with other pieces that have been Custom Fit by the same maker, for the same person. The character has to select a specific set of Armored Clothing to have the piece Custom Fit with. The Custom Fit combination then allows the character to use either the base armor or add on the stack bonus for that set of gear.

CONCEALABILITY

This feature means things are either more easily hidden beneath the girth or length of the piece, or the design of the piece means it is less likely to be detected. Keep a little bit of realism in mind—no matter what the dice pool says, you cannot hide an assault cannon inside assless chaps.

HOLSTER

This piece has a holster built into the armor so smoothly it is hard to see with the metahuman eye. This item provides a –1 Concealability modifier for any tests to spot a weapon in the holster through visual means.

GEAR ACCESS

This feature allows items to be retrieved from the piece of armor with more ease than usual. This means drawing or retrieving items that are set up on the armor takes one lower action. Complex becomes Simple, and Simple becomes Free. Free stays Free, but gamemasters can consider allowing an extra Free Action for the Action Phase.

NEWEST MODEL

These items are the most recent incarnations of their corporate creators. That means they lose a little more when purchased as Lightly Worn, namely a 20 percent loss of Armor Rating (round adjusted Rating up) when buying older models of the clothes.

ILLUMINATING

Armor with this feature enhances lighting conditions by 1 category within 10 meters. That can be increased to 25 meters when individuals in the vicinity uses special IR lights and contacts.

CUSTOM PROTECTION

These items come with a built-in environmental customization (Fire Resistance, Chemical Protection, or Insulation) that cannot be removed or changed. The option is chosen at purchase and is included in the price. This customization does not go away for Lightly Worn armor; when choosing the Lightly Worn items with Custom Protection, the gamemaster can determine the features randomly. Alternately, a character can look for a certain variety, but that is harder to find, raising the Availability of the item by 1 for each Rating point of the customization.

RESTRICTIVE

This armor is a little unwieldy. Armors with this quality halve Movement and incur Fatigue rolls with every Running check, even the first one.

PADDED

This armor has a little extra over the vitals, making them harder to hit. Increase the Called Shot modifier by 2 (making it –6) for all Called Shots to Vitals (p. 196, *SR5*).

VASHON ISLAND

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ace of Cups	9	8	6	1,600¥
Features: Increase Social Limit by 1				
Ace of Swords	7	[illegible]	[illegible]	1,300¥
Features: Holster (Scabbard)				
Ace of Wands	6	[illegible]	[illegible]	1,200¥
Features: Gear Access				
Ace of Coins	7	10	[illegible]	2,100¥
Features: Increase Social Limit by 3				
Ace of Spades	7	[illegible]	[illegible]	1,000¥
Features: Holster				
Ace of Clubs	7	[illegible]	[illegible]	1,000¥
Features: Holster				
Aces of Hearts	7	[illegible]	[illegible]	1,000¥
Features: Holster				
Ace of Diamonds	8	[illegible]	[illegible]	1,400¥
Features: Concealability +2				
Wireless Bonus (for all): +1 dice pool bonus to Social Tests				

Ace of Clubs went across the ocean for a WWII British bomber pilot style, Ace of Hearts updated the concept to a modern military pilot style, and Ace of Diamonds went into the future with designs based on the *Spitfire Resurrection* trid series.

- /dev/grrl

- I liked *Spitfire Res*. Too bad what happened to the lead actor.
- Sticks

- Yup, too bad. ;)
- Matt Wrath

- These new Aces lines may not fit in with the tarot line, but as you might guess, the public doesn't really care. The styles are catching on with a large audience. Quality is good right now as Shia ... Vashon Island tries to get its rep back.
- Red Anya

Vashon is still pushing the Steampunk line, as well as the old stand-by Synergist Business tag, along with the dime- (well, maybe a little more) a-dozen Actioneer line of suits. With the Shiawase connection, they have brought back the Sleeping Tiger with a vengeance. Each line has its own set of highlights that can draw a different audience.

- Best thing about the Steampunk line is the number of gadgets and doodads you can hide in the accessories. Slave them all to a primo link, drop it into silent mode, and you've got a sweet and secure setup that everyone thinks is just high-end fashion.
- Glitch

- The Synergist Business line is still the first suit every up-and-coming corporate angler makes their life-changing deal in. Most of whom feel they have a little street cred thanks to the pistol they keep tucked snug in the hidden holster built into the clothing.
- Fianchetto

- Shiawase brought back the Sleeping Tiger line, but word on the street is they put a hell of a lot more nuyen into R&D than they will ever earn back from the armor. The new incarnation builds from the foundation created by the old with an upgraded color-change system and even an adaptive camouflage feature for the right price. I can guarantee that they're exploring other uses for this technology.
- Ma'fan

VASHON ISLAND

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Steampunk	10	14	7	2,250¥
Features: Custom Fit				
Wireless Bonus: Increase Social Limit by 1				
Synergist Business Line	9	5	8	1,500¥
Features: Custom Fit, Holster (concealed)				
Wireless Bonus: Increase Social Limit by 1				
Synergist Business Line Longcoat	10 / +3	6	8	2,300¥
Features: Custom Fit (Stack), Holster				
Wireless Bonus: Increase Social Limit by 1				
Sleeping Tiger	13	10	10	13,500¥
Features: Custom Fit, Holster, Newest Model, Ruthenium Polymer Coating (Rating 3)				
Wireless Bonus: Increase Social Limit by 1 and as Ruthenium Polymer Coating, p. 85.				

EXECUTIVE SUITE

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Executive Suite	12	4	12	2,000¥
Features: Custom Fit, Newest Model, increase Social Limit by 1				
Wireless Bonus: Increase Social Limit by 2				

ZOÉ

The Zoé/Armanté fashion shadow war was a major victory for Armanté in terms of getting the line back in house (though now under the yoke of Aztechnology), but Zoé made quite a stir with some of the things their R&D division popped out in an effort to protect key execs from Armanté retaliation.

- That particular war isn't over, and Zoé has found some megacorporate backing of their own. Both Horizon and Lone Star executives have been seen wearing Zoé in the boardrooms and back offices far more than they had in the past.
- Stone

EXECUTIVE SUITE

The line's name pretty much says it all. These suits are usually found on the ultra-secure upper floors of megacorporate headquarters. They're slick and smooth, and outside of the improvements they've had added from Zoé's armor tech advancements, they haven't changed much in the past decade.

- That means the newer suits have better protection, but the older outfits, which you may be able to find in Armand's Lightly Worn section, will still blend in visually.
- Thorn

HERITAGE

Some days I just can't believe this line exists; the fact that it gets bigger every year is even more mind-boggling. Back at the turn of the decade they had less than twenty designs for public consumption. Since, that number has more than doubled, with the fiftieth Heritage release, Cara Fahd, being made public earlier this year, after a year of orxploitation advertising around the world. Sadly, I don't have a lot of these in my Lightly Worn stock. The people who buy these tend to keep them.

- Truth is, no runner needs to buy this line, unless you need to slip into a secure meeting where everyone in the corp is wearing Heritage.This line has become a security feature at a lot of corporate functions in order to limit extractions as anyone present has to be wearing a very expensive outfit.
- Thorn

HERITAGE

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Heritage	4/6/8/10/12	Armor ÷ 2	16	2,000¥ + (Armor Rating x 500)

Features: Custom Fit, Newest Model, increase Social Limit by 2

- Wait, Thorn, are you posting from a cell somewhere?
- Netcat

- It's always good to know someone on the inside. But I hope to not be here long.
- Thorn

- What you say helps explain why Lightly Worn Heritage pieces would be tough to find.
- Mika

NIGHTSHADE/MOONSILVER

The NightShade line picked up where the Moonsilver line left off, then moved forward with the advertising slogan, "For a killer night, wear NightShade!" Where Moonsilver only offered glowing dresses for the ladies, NightShade has designs for both men and women. They were quite popular with the black tie crowd last season and don't appear to be fading with this year's events. Every piece comes with the additional shawl, which happens to be made out of spidersilk ballistic cloth.

- This line mainly exists to give you a way to stay armored while blending at high-society functions. The fact that these dresses, as well as the shirts, coat cuffs, and coat lapels, glow makes them extremely contradictory to the idea of SHADOWrunning.
- Bull

- Sometimes those in the shadows must step into the light to pull someone down into our darkness.
- Man-of-Many-Names

- That was surprisingly clear for you. Perhaps even a little too obvious.
- Slamm-0!

NIGHTSHADE/
MOONSILVER

NIGHTSHADE/MOONSILVER

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Nightshade/ Moonsilver	7	2	10	8,500¥

Features: Custom Fit, increase Social Limit by 1

Wireless Bonus: Illuminating (+1,500¥ for IR and contacts)

SECOND SKIN

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Second Skin	6 / +2	2	14	12,000¥
Features: Custom Fit (Stack), Newest Model, Ruthenium Polymer Coating 4				
Wireless Bonus: As Ruthenium Polymer Coating, p. 85				

ARES VICTORY

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Globetrotter Jacket	12	10	10	1,300¥
Features: Custom Protection (4), Holster				
Globetrotter Vest	9	10	7	900¥
Features: Custom Protection (3)				
Globetrotter Clothing	7	10	6	600¥
Features: Custom Protection (2), Gear Access				
Wild Hunt	12	10	12	3,000¥
Features: Custom Protection (6), Holster, Gear Access				
Wireless Bonus (for all): +1 dice pool bonus to Survival Tests in Custom Protection terrain.				

SECOND SKIN

This is a sexy, sick, twisted version of body armor. Each piece of the Second Skin line is custom tailored for the user, which means that a shift in weight of as little as one or two kilos will make the armor lose its most amazing benefit. That benefit is the fact that it is, for all intents and purposes, invisible. The full body unitard is almost undetectable and includes a completely integrated ruthenium polymer system, which allows the wearer to change any or all aspects of the suit's appearance.

- Story time. I was making an extraction from a beach of an exec's wife. She was there sunbathing with two of her girlfriends, string bikinis all around. I walked up, flashed my palm pistol, and then asked Mrs. Exec to come quietly. All of a sudden the girlfriend on the right is naked. Poof, bikini is gone. The distraction was enough for the other girlfriend to kick up a footfull of sand in my face. The brawl started after that, and I was not happy to discover that both of her "girlfriends" were wearing Second Skin.
- Kane

- Never seen boobies before, Kane-o?
- Slamm-0!
- Plenty, including your mother's.
- Kane

ARES VICTORY

Ares makes these lines to keep people safe without making them all look like a bunch of sec officers. Along with the protective aspect, each piece offers secondary benefits marketed to a variety of different trades and professions.

GLOBETROTTER/WILD HUNT

Marketed to outdoorsy types, the various incarnations of this armor line come in a variety of camouflage patterns and environmentally adapted package suites. From the heat of the Sahara to the frigid plains of Antarctica, this line provides protection from not only bullets and blades but also trials of temperature and humidity.

- Beware the camo/environmental match-ups on the Lightly Worn versions of these. Not everyone buys them and uses them for the same things. Usually they match up, but sometimes you have winter camo with fireproofing instead of cold insulation. When you buy it new, you get to be the one who makes those calls.
- Hard Exit

ARES VICTORY

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Industrious	9	6	6	1,100¥

Features: Increase Social Limit by 1 (when wearing clothing suited to a particular corporate environment), Gear Access

Wireless Bonus: +1 dice pool bonus to Social Tests when worn within the appropriate corp.

INDUSTRIOUS

I always thought of this as infiltration camouflage. This clothing can help you look like you belong in a facility while also allowing you to wear a degree of protection. My Lightly Worn selection of this line is full of stripped-down versions from various corps and governments that just need some patches and the right equipment to fit the pockets.

- Or things that look like the right equipment. These outfits are great for getting past guards without firing a shot and then putting your gun together on the back end to get out when the trouble starts.
- Ma'fan

BIG GAME HUNTER

A new line last year, this stuff is like the heavy-armor version of the Globetrotter line. It's not a subtle line, that's for sure, but if you need to stay protected from everything in a spot where everything wants to kill you, this is the line for you.

- This is not the line to wear in the hub of any urban sprawl, but out in the barrens, or in some of our less civilized sprawls around the world, these clothes can fit in just fine.
- Stone

RAPID TRANSIT

Built for those on the move, this stuff is great for comfort and protection while going about all your regular day-to-day activities. This is by far one of my best-selling lines. While I focus primary sales in the basic line, I offer RT Elite, RT Platinum, and RT Diamond on occasion in the Lightly Worn section.

ARES VICTORY

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Big Game Hunter	14	12	12	5,000¥

Features: Custom Fit, Custom Protection (6), Holster, Gear Access

Wireless Bonus: +1 dice pool bonus to Survival Tests (when in terrain addressed with Custom Protection).

ARES VICTORY

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Rapid Transit	9	6	10	400¥+

Features: Increase Social Limit (Elite +1, +600¥; Platinum +2, +1,100¥; Diamond +3, +2,400¥)

FORM-FITTING BODY ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Full-Suit Body Armor	8	3	8	1,300¥

Features: Custom Fit, Concealability (–6)

- Not fashionable at all, but it blends in around almost every place in any 'plex.
- Sunshine

- The three upper lines look almost the same as the basic line, with the main differences being on the inside tags, monograms, and price tags. If you want to blend in working out at the Ares Executive gym, you'll need those upper-line touches. If you don't think management types notice that sort of thing, you haven't met enough management types.
- Sticks

- Just so everyone is up to speed, this line no longer has the Restraint Melter option after a few dozen of the units malfunctioned and burned through their wearer's wrists.
- Pistons

- That was one of the most effective covert ops I've ever seen pulled off. The units that "malfunctioned" had all been tampered with at manufacturing sites all over the globe. Ares started their own back-end investigation, but cut it off before they found who was responsible. It wasn't worth the loss to the bottom line. Just goes to show, if you do your job right, you really can stay in the shadows.
- Hanibelle

SPECIALTY ARMOR

One thing I know as a retailer: "specialty" sounds a lot better than "miscellaneous crap." So this is where I lump all those odd bits together. I know this stuff tends to be pricey, but the added value comes in some of the unique features.

FORM-FITTING BODY ARMOR

While armored clothing is effective enough, and armored vests are fairly well hidden, it takes truly advanced craftsmanship to produce form-fitting body armor. Each suit is tailor-made to its wearer, leaving neither gaps nor folds while still allowing the body to breathe. The basic piece of armor is a shirt, covering the body from collarbone to groin, protecting the vital organs, while the full suit adds protection for the limbs. In either case, the hands, feet, and head are left exposed, as covering them gives away the fact that armor is being worn.

Form-fitting body armor can be worn under armor, but doing so won't change your protection much. The primary benefit of FFBA is its highly concealable.

- I had a really nice set of this stored from my last female turn, but I have to get it adjusted. You wouldn't think a few millimeters of fur would make a difference, but it does.
- Plan 9

- So you're back to male again?
- Turbo Bunny

- Yep. Still adjusting to all the itchiness from the hair.
- Plan 9

- And the chorus of voices in your head?
- Turbo Bunny

- Sing in sweet harmony.
- Plan 9

HARDENED MIL-SPEC BATTLE ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Light	15	15	16F	15,000¥
Medium	18	18	18F	20,000¥
Heavy	20	20	22F	25,000¥
Helmet	+3	8	8F	10,000¥

Features: Custom Fit, Holster, Gear Access, Increase Social Limit by 2 for Intimidation Tests, Restrictive

Special Rules: Hardened mil-spec battle armor is fully enclosed and may thus take modifications that require this. It is treated as having the Hardened Armor critter power. No additional armor may be worn with military-grade battle armor (unless paid for by Essence) aside from the helmet listed below.

HARDENED MIL-SPEC BATTLE ARMOR (LIGHT, MEDIUM, HEAVY)

Cutting-edge military hardware, military-grade armor continues to advance in a life-and-death race with weapons and ammunition. Beyond even security-grade armor, military-grade armor is simply too expensive and maintenance-heavy for common use or even routine security work. Aside from the most intense of fast-response teams, it resides only in elite military units deployed when absolutely necessary. Each suit protects from head to toe, custom-fit to the wearer for maximum ergonomic freedom and comfort, an expense that keeps it from the ordinary field grunt. Suits come in a wide variety of exterior design and color, but most modern suits opt for modern electro-chromatic covering for best camo; notable exceptions to this are the silver-plate armors worn by the High Prince of Tír Tairngire's royal guard and the brilliant crimson of Renraku's Red Samurai. In each case, the ancient aesthetic is mere decoration; never forget that the armor beneath it is a fully modern design.

- Now we're talking. Underwear and bracelets are cute and all, but this is the real deal.
- Stone

- Great if you're fighting in Europe in winter but unbearable in hot weather.
- Marcos

- No thank you. If you're in a firefight, something's gone wrong. Stay light, stick to the shadows, move quickly.
- Ma'fan

- And this stuff is impractical for us anyway. Shit, you might as well walk around in a black-and-white striped shirt carrying bags marked with dollar signs, because wearing this in public advertises the fact that you expect someone to shoot at you.
- Cayman

- You can always try to use it as a disguise, but it's an expensive disguise, and you better have the electronic clearances to go with it—if you don't have some solid identification, don't expect security systems to give you a pass just because you're wearing serious armor.
- DangerSensei

- For everyone here (but Kane, I suppose) the rule is simple: When the opposition shows up in this, run.
- Bull

- Bull's on point. It'll save your ass, but it'll slow your ass down, too. Pursuit isn't an option.
- Hard Exit

- If you do choose to engage, here's a hint from your Uncle Kane; hard to run in, impossible to swim in. Heh.
- Kane

SECURITY ARMOR (LIGHT, MEDIUM, HEAVY)

Not as heavily armored, or accessory friendly, as their mil-spec big brothers, these are the toughest suits you'll usually see at a standard corp site. That's also the only

SECURITY ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Light	15	12	14R	8,000¥
Medium	18	14	16R	14,000¥
Heavy	20	16	18R	20,000¥
Helmet	+3	5	8R	5,000¥

Features: Custom Fit, Holster, Gear Access, Restrictive, Increase Social Limit by 1 for Intimidation Tests.

place you'll probably see them. The armor is designed for protection, not mobility, and walking around in this for much more than a standard patrol puts a strain on most folks.

BIKE RACING ARMOR

I'll just call this for what it is, go-gang chic. This stuff comes in a variety of customizable colors with and without cycle brand logos or combat biker team slogans. It's some of the most obvious armor out there but it seems perfectly normal to anyone who may have seen or heard you arrive on your bike. So people will notice that you're wearing it, but it won't automatically make them suspect you're up to something.

- This is actually some of my favorite armor. Blends in a lot of places that other stuff wouldn't and costs a ton less.
- 2XL

- It also protects you a ton less. This stuff is for show when you fall off your bike, not for protecting you in a firefight.
- Kia

- Too many trids, not enough real world experience there, Kia. The combat biker teams and outriders in Urban Brawl don't wear this to look pretty. Get out in the field and see what's real, not what the trid tells you.
- 2XL

BIKE RACING ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Armor	8	8	6	500¥
Helmet	+2	6	6	200¥

BUNKER GEAR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Bunker Gear	6	6	6	3,000¥
Helmet	+2	3	6	750¥

Features: Increase Social Limit by 2 in emergency situations, Fire Resistance 8, Restrictive

Wireless Bonus: +1 dice pool bonus to Social Tests to calm or pacify an individual at the site of an emergency.

BUNKER GEAR

I carry this, but honestly I can't think of more than a handful of times where this was purchased for illicit purposes. Firefighters wear it when they run into burning buildings, which is not a place where you normally would find a shadowrunner.

- This is the armor for the creative runner looking for access to a site where emergency personnel are milling about. It's not just about running into active fires—you can use this anywhere firefighters can go, once the alarm has been pulled. Combine it with the right credentials and you're one false alarm away from access to almost anywhere.
- Thorn

RIOT CONTROL ARMOR

Built for intimidation as much as protection, this stuff has a lot of useless fluff surrounding the ballistic plating. Good for blending into a mob or inciting a riot, but not much else in the world of shadowrunning.

- Armand's right that it's mostly about intimidation, but it's still great protection. The stuff is so fluffy it's hard to tell the man from the armor. It's certainly not the best to wear in most social situations (if only because every time you turn around you'll knock over all the drinks), but it has its place in the world.
- Picador

RIOT CONTROL ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Armor	14	8	10R	[illegible]
Helmet	+2	6	6R	1,000¥

Features: Padded, Increase Social Limit by 1 for Intimidation Tests, Restrictive

Wireless Bonus: Increase Social Limit by 2 for Intimidation Tests

SWAT ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Armor	15	15	16R	8,000¥
Helmet	+3	8	10R	1,500¥

Features: Gear Access, Increase Social Limit by 2 for Intimidation Tests and reduce it by 1 for all other Social Tests with the general public

Wireless Bonus: Increase Social Limit by 3 for Intimidation Tests

SECURETECH PPP

NAME	ARMOR RATING	CAPACITY	AVAIL	COST	ACTIONS TO DON
Arms Kit	+1	1	6	250¥	4 Complex
Legs Kit	+1	1	6	300¥	4 Complex
Vitals Kit	+1	1	6	350¥	8 Complex

Features: Decrease Social Limit by 1; Arms and Legs kits cannot be combined with any full-body armor; Vitals kit cannot be combined with full-body armor, armor vest, or armor jacket.

BODY ARMOR BAG

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Body Armor Bag	8	4	8	[illegible]

Features: Decrease Social Limit by 1 when worn, Concealability (–6), Restrictive

SWAT ARMOR

Very few organizations refer to quick-response teams as SWAT anymore, but the armor has kept the name. This specialized suit is designed with job versatility in mind. Pockets, holsters, and various clasps keep everything the highly trained officer needs close at hand and easy to access. The electronics suite in these suits is also ideally suited for monitored small-team operations. This stuff is, like most of its relatives in the tactical gear category, not often seen in public places, except those experiencing a hostage situation or other event that calls the badasses in this armor out of their heavily armored truck and straight into your hoop.

- Close to the protective value of security armor but not quite, this stuff really shows its value in how easy it is to organize your tac gear.
- Stone

SECURETECH PPP

Not a suit in itself, this innovative little AAS, or Armor Augmentation System, is hot for those who like to be able to add a little extra protection to almost anything. Arm, Leg, and Vitals kits are each sold separately, and they augment the protective measures already in place on those areas. The pieces are designed to be taken on and off quickly and worn over existing clothing.

- These pieces are great for a little added protection that can be pulled from a duffel or even a backpack. Runners can avoid drawing attention to their excess of armor, then when trouble comes, pull a few added pieces from the bag and get into the scrape.
- Frosty

- I prefer keeping a few kits tucked into a vent before the real action starts. I've actually left more of these things behind than used. I consider it a point of my success to know there are 64 sets of this tucked into bathroom and storage closet vents around the world.
- Ma'fan

BODY ARMOR BAG

I sell this little multipurpose wonder, but honestly I'm not sure why. I guess you can fill it with your favorite guns, get on site, dump it out, and then wear it to protect you. It's a strange piece, but I sell a lot of them, so you guys have apparently figured out some uses for them.

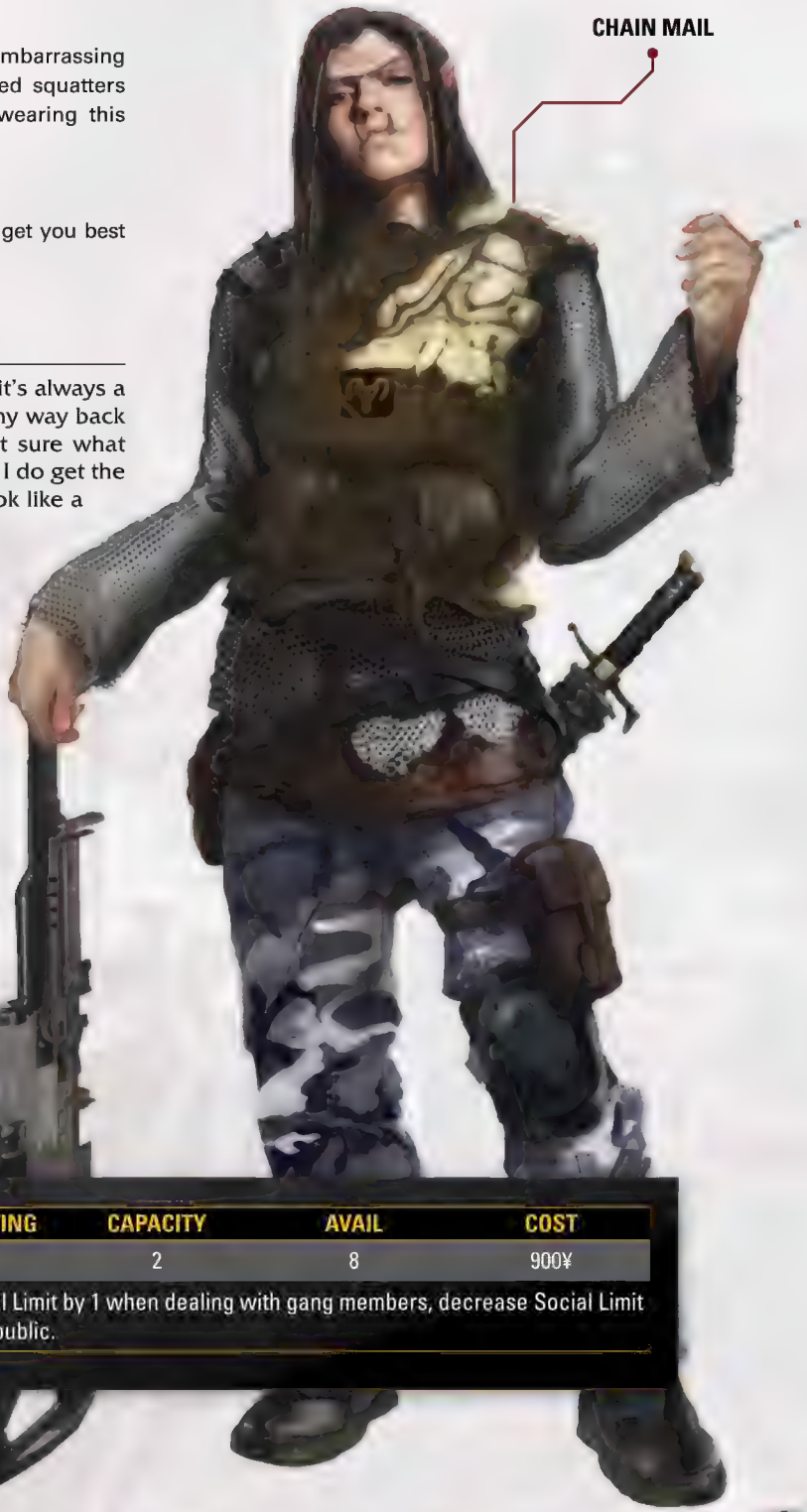
- It's a handy backup and rarely gets a second glance lying around the doss or even thrown over a shoulder on a stroll in the heart of the sprawl.
- Sticks

- My biggest issue with this piece is how embarrassing you look when you throw it on. Deranged squatters in the Barrens look better than people wearing this shapeless mess.
- /dev/grrl

- Luckily it's intended to save your hide, not get you best dressed at the corp ball.
- Sticks

CHAIN MAIL

I have a contact who makes this stuff, but it's always a custom job. I send any pieces that come my way back to him to be stripped and reused. I'm not sure what functional purpose anyone wears it for, but I do get the occasional order. I guess if you want to look like a street fighter, this would fill the bill.



CHAIN MAIL

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Chain Mail	8	2	8	900¥

Features: Custom Fit, increase Social Limit by 1 when dealing with gang members, decrease Social Limit by 1 when dealing with the general public.

PADDED LEATHER

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Padded Leather	7	2	8	600¥

Features: Custom Fit, Padded, increase Social Limit by 1 when dealing with gang members, decrease Social Limit by 1 when dealing with the general public.

ARES FLASHIELD

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ares FlaShield	+6	4	12R	4,000¥

Features: Flashpak (10 charges; recharges 1 charge every 10 seconds when connected to a power source. Requires a Complex Action to activate).

Wireless Bonus: Setting off the Flashpak is a Simple Action.

PADDED LEATHER ARMOR

Same as Chain Mail. Special orders only, and I offer a discount for orders more than eight pieces.

- Who would order more than eight pieces?
- /dev/grrl

- Anyone looking to give cheap protection to a large group of people for relatively cheap without drawing law enforcement's attention. So, gangs. Some of those ganger leathers are actually this stuff. There's added protection, and while it's cheaper than some forms of armor it's a hell of a lot more expensive than a simple leather jacket. Spending that money tells your members and other people who know your gang that you're on the rise.
- 2XL

ARES FLASHIELD

I was excited when I saw the Ares FlaShield hit the market. It's a standard riot shield with the added bonus of a flashpak built onto the front. Defense and offense in one intimidating package!

- Not exactly a necessity, but it's good to be aware of these pieces when you're looking at the sec-team stomping in to break up your latest frag up. Just keep an eye out for the ocular device, usually located in the middle of the shield, that sets off the flashing. Identifying it is the first step to stopping it or avoiding it.
- DangerSensei

- Every time I stop in to see Sparks, a ganger pal of mine with the Tesla Armageddon, I get a chuckle at these things leaned all over the place. And gang scuffles are quite the sight as those guys turn it into a strobe rave and zap everything in sight.
- 2XL

MURDER ARMOR

This is true specialty armor, designed to protect and deceive. It's got the latest and greatest in Hollywood prac-

MURDER ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Murder Armor	13	4	12R	5,000¥
Gorepak	—	—	8R	200¥

Features: Biomonitor, Custom Fit, Holster

Special Rules: Characters shot while wearing Murder Armor may use an Interrupt Action (–5 Initiative Score) to play dead with an opposed Charisma + Performance [Social] vs. Intuition + Perception [Mental] Test. Use of this armor imposes a –4 dice pool penalty on the observer. Success means the observer ignores the character assuming they are down, and so they get no Defense Test against the character's next attack. Gorepak replacement requires a Logic + Armorer [Mental] (4, 1 hour) Extended Test.

tical special effects (yeah, some people still do those) built in so that every decent shot that hits you is made to look like a killshot. This stuff takes some serious grit and a decent bit of acting skill if you really want to fool anyone, but offers a unique chance to turn the tables on an enemy. The mess cleans up easily with warm water, and the gorepak can be replaced fairly easily.

- The twisted mind behind this stuff is a genius. Now mind you, it doesn't work against real pros who put a bullet through the brainpan to make sure no one is left to come after them. It is great against gangers though, and even average corpsec officers who see a lot of blood and automatically think that means a kill.
- Thorn

FOREARM GUARDS

Simple and rarely stylish, forearm guards are dermaplast (or, rarely, metallic) bracers fitted to a wearer. Their use is simple—use them to block melee attacks, especially blades, turning blows away without actually cutting into you.

- Despite what you see in old trideo footage, don't try to block bullets with these. It ends badly.
- Butch

- Personal experience or after-surgery reports from the clinic?
- Sounder

- Yes.
- Butch

- The basic models are sparkly, but keep in mind that they have some room for modification. Pop-out blades, holdout guns, or, a personal favorite, a place to keep your commlink.
- /dev/grrl

- You mean cyberdeck.
- Bull

- No, I mean commlink. I keep my 'deck in my new bag. See? <PIC_LINK>
- /dev/grrl

- A pink cyberdeck holster with unicorns and sparkles? Kill me now.
- Bull

FOREARM GUARDS

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Forearm Guards	+1	3	6	300¥

BALLISTIC MASK

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ballistic Mask	+2	8	6	150¥

Features: Increase Social Limit by 1 for Intimidation Tests, Customized (increase the Social Limit by a total of 2, +150).

BALLISTIC MASK

By far my best seller, especially the basic model. They come in a variety of custom moldings and paint jobs to get almost any look imaginable, but matte black classic sells the best. They have limits when they're basic models to keep them functional, but once electronic vision systems are added, the possibilities are endless. Ballistic masks can take vision enhancements as well as any modification a helmet can take.

Custom jobs are, naturally, more expensive.

ENVIRONMENTAL PROTECTION

All around the world (and off of it too) there are places where it's not bullets and brass knuckles you have to worry about. Armand's Armor Emporium doesn't just handle your ballistic protection needs but also offers access to protections from the harshness Mother Nature has to offer.

Though I don't always have all of these pieces in stock, I have connections all over the planet, and even

GHILLIE SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ghillie Suit	4	4	6	600¥

Features: Restrictive

Special Rules: When hiding in a location for which the suit is customized, a ghillie suit provides a –6 dice pool modifier to Perception Tests to spot the camouflaged character as long as he remains immobile; if the character is moving, reduce the modifier to –2.

Wireless Bonus: Um … you draw in curious Hackers?

ARES ARMORED SURVIVALIST

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ares Armored Survivalist	8	6	10	1,500¥

Features: Custom Protection (4), decrease Social Limit by 1

Wireless Bonus: +1 on all Survival Tests in appropriate Custom Protection terrain.

DESERT SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Desert Suit	3	2	8	1,000¥

Features: Custom Fit, Flare Compensation

Special Rules: Desert suits cannot be worn with armor or anything but loose, non-restrictive clothing, as it impedes the suit's heat sinks from working properly. A character wearing a desert suit receives an additional +2 dice pool modifier to desert Survival Tests (see p. 136, *SR5*).

Wireless Bonus: +1 on all Survival Tests in hot terrain.

some beyond. Drop an order, send the payment, and I'll get to work.

UNIVERSAL

These few pieces are pretty universal, though they're often ordered in particular styles to better fit the environment in question.

GHILLIE SUIT

On the shelf it just looks like a colored netting, but out in the field these suits are the height of simpletech camouflage. They come in styles for all major environments and have even released an urban blight style that helps the wearer hide out in trash filled alleys and the rubble of crumbling buildings. Great for runners and the homeless alike.

ARES ARMORED SURVIVALIST

Designed to protect from rain and raining lead, this suit is designed for hunters who think they might become the hunted. Originally built off designs for Ares' various security firms that work in hostile environments, these suits come with a wide array of options, but they leave fashion to the shops in Paris.

HEAT

DESERT SUIT

The sealed suit keeps the wearer protected from sand and helps cool the body through heat dissipation while the reflective outer surface protects from the sun's heat. You need to wear it all—the hood, facemask, and skin-tight suit—for it to be effective. The facemask has a polarizing eye shield to neutralize glare. The suit even captures and distills some of the wearer's body fluids, holding the water in pockets to be drunk with a straw.

- Couldn't write this one yourself, Armand? It's great for protecting from the elements, but don't catch a bullet in it. It also makes piss-poor camo, but you can bury yourself in the sand for a short stint to duck pursuit.
- Picador

SNAKE MESH SOCKS

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Snake Mesh Socks	+2	—	6	50¥

Special Rules: These socks provide +2 Armor to attacks directed at the feet and lower legs.

SNAKE MESH SOCKS

These fashionably disastrous knee-length socks are designed to prevent the penetration of a snake's fangs. They aren't the most comfortable socks in the world, but they'll keep you from finding out what rattlesnake venom feels like in your blood.

LACK OF HEAT

COLDSUIT

A form-fitting, layered bodysuit designed to keep the wearer toasty and dry, this suit has three layers: an inner layer that transfers moisture away from the skin, a middle insulating layer, and an outer waterproof and windproof shell. The full suit also includes heated boots, a hood, and a facemask with polarizing lenses. Flexible gloves keep the fingers toasty while still allowing for maximum manual dexterity.

POLAR SURVIVAL SUIT

This is the serious upgrade from the standard coldsuit. It's bulky, but all that added bulk offers several extremely useful features. Inside there's a layer that works like a drysuit and integrates the water reclamation system similar to the desert suit. The parka piece can be extended into a

COLDSUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Coldsuit	—	4	4	800¥

Features: Custom Protection (Insulation 4), Flare Compensation

Special Rules: External armor can be layered over the suit, though at the risk of overheating the wearer. Armor over these suits increases the risk of Cold Fatigue damage and incurs a dice pool penalty of –2 on the character due to the difficulty of moving with the layers.

Wireless Bonus: +1 on all Survival Tests in cold terrain.

POLAR SURVIVAL SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Polar Survival Suit	6	6	8	2,000¥

Features: Custom Protection (Insulation 6, Thermal Damping 4), Flare Compensation

Special Rules: Retractable climbing claws (+1 dice pool modifier to Climbing Test; Attack: DV (STR+1)P, AP —). The suit can be outfitted to include any of modifications available to armor. It cannot be worn with any other armor.

Wireless Bonus: Increase Physical Limit by 1 for Climbing Tests.

cold-weather sleeping bag and provides flotation as well as integrating a nice thermal dampening suite. It's got gloves and boots with retractable climbing claws, though they are a bit bulky. The suit provides facial protection with a full-face mask, complete with a no-fog, polarized lens and a heater to make breathing easier.

- The thermal damping system has saved my life on more occasions than I can count. Out in the cold even the slightest hint of body heat can give you away.
- Picador

ARES ARCTIC FORCES SUIT

Leave it to Ares to design a suit that keeps out the cold wind and cold steel. Built from a combination of SWAT armor and the polar survival suit, it provides the same inner drysuit but alters the parka with armor and handy access tabs. The boots and gloves both have the retractable climbing claws but are made of a thinner, more trigger-friendly material. The helmet incorporates a full facemask that comes with a full AR suite, air warmer, and gas mask integrated into the design.

- This stuff is slowly starting to appear in Chicago as winter nears. Their push to take back the CZ is going to continue, and smart runners will make sure they're wearing gear like this when working come December.
- Turbo Bunny

- So that's where you're hanging out.
- Rigger X

ARES ARCTIC SURVIVAL SUIT

ARES ARCTIC FORCES SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ares Arctic Forces Suit	15	14	16R	11,000¥

Features: Custom Fit, Custom Protection (Insulation 5, Thermal Damping 3), Flare Compensation, Gas Mask, Gear Access

Special Rules: Retractable climbing claws (+1 dice pool modifier to Climbing Test; DV (STR)P, AP —)

Wireless Bonus: Increase Physical Limit for Climbing Tests by 1.

ARES ARMORED COLDSUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ares Armored Coldsuit	9	6	6	1,200¥

Features: Custom Fit, Custom Protection (Insulation 4), Flare Compensation, Restrictive

Special Rules: –2 dice pool penalty on all Fatigue Tests

Wireless Bonus: Fatigue dice pool penalty decreases to –1.

ARES POLAR SNEAK SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Ares Polar Sneak Suit	6	4	16F	10,000¥

Features: Custom Fit, Flare Compensation, Ruthenium Polymer Coating (Rating 3)

Special Rules: Modifications are limited and cannot affect the ruthenium polymer coating. What affects the coating is up to the gamemaster's discretion.

Wireless Bonus: As Ruthenium Polymer Coating, p. 85.

- This stuff is standard special operations wear for Ares ops beyond 60 degrees latitude.
- Sticks

ARES ARMORED COLDSUIT

Tougher than a coldsuit but not up to the Arctic Forces level of protection, this is the standard for security at all bases in cold-weather environments. It's got all the same standard features as the regular coldsuit, but it adds on some armor for protection for those times when lead joins in the flying snow.

- Tough part is, this stuff can't be used for long-term field operations. The armor makes the suits heavy and strains the wearer whenever they do anything strenuous (though having the wireless on guides you to easier paths and places to step, easing the burden somewhat). And as the wise know, sweat kills in the cold.
- Stone

ARES POLAR SNEAK SUIT

This Ares creation takes the polar survival suit and slips in some ruthenium polymer technology in the form of chameleon coating. A deadly combination that blends the wearer completely into their surroundings.

- A hot barrel or a momentary muzzle flash is all that gets seen when someone in these suits targets you. Polar snipers love these suits after they've put a few mods on their rifle.
- Picador

- It's a lot of money to spend when a snow ghillie is just as good for cover.
- Hard Exit

- Maybe when hunting caribou or reindeer, but you get a tech-savvy enemy with thermo and that ghillie suit will look like a flashlight in a dark cave. A little less money and a lot more years on your life seem like a good trade to me.
- Picador

ENCLOSED BREATHING HELMET

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Enclosed Breathing Helmet	—	6	8	900¥
Features: Halogen headlamp, external speakers, dataport, low-light vision modification				
Wireless Bonus: Transmits environmental information.				

FULL FACE MASK

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Full Face Mask	—	4	8	[illegible]
Features: Gas mask				
Wireless Bonus: Transmits environmental information.				

DRYSUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Drysuit	—	4	6	2,500¥
Features: Drysuits feature a Chemical Seal (with the hood up and face mask attached), Custom Protection (Insulation 4)				
Wireless Bonus: Transmits environmental information.				

THE GREAT BLUE MYSTERY

Beneath the waves, metahumanity has at most twelve minutes of life without some additional help. Even that period of time is only if they sit their calmly, do nothing, and have years of training in how to hold their breath. For any other situation, especially when some of the Sixth World's newest residents come to play, they'll need a little extra help.

ENCLOSED BREATHING HELMET

This diving helmet is designed for commercial divers who require unrestricted verbal communication to perform their jobs or runners who want to talk to coordinate their operations, all of whom are forced to rely on twentieth-century tech (by contrast, trodes could make communication mental while not leaving the user's head inside a fragile gas-filled bubble). Hoses on the back of the helmet connect into an air-supply tank, or a variable gas mix for deep operations. Speakers and audio pickups built onto the outside allow communication even when signals are too weak due to water and distance. Most helmets include a headlamp and low-light vision enhancements as well as internal and external connections needed for data transfers.

- Really? You carry these? Interesting that you include runners in the description even though runners would be ill advised to use an external speaker system under water. Sound travels a long way.
- Sounder

- It's useful. That's all I care about. How it's used is for folks on the other end of the transaction to worry about.
- Armand

FULL FACE MASK

The shallow-dive little brother of the breathing helmet, this piece of gear offers accessory plugs for communication systems, voice microphones, or other add-ons in addition to the dual hoses for air from a tank. Though unwieldy, the full face mask also doubles as protection against gas attacks.

DRYSUIT

Drysuits enclose the diver in a sheath of air, sandwiched between an outer layer keeping out the water

and an inner layer snug against the skin. Because drysuits work even more effectively in heat insulation than wetsuits, divers use them for dives in Arctic waters or for dives greater than 200 meters that would last extended periods of time.

DIVING ARMOR

Looks like a wetsuit, protects like armored underwear.

- Armor tech is not known for buoyancy so make sure you actually know how to swim if you put this stuff on.
- Sounder

ARCTIC DIVER SUIT

This stuff takes drysuit tech to the next level. Intended to be used in the freezing waters of the Arctic and Antarctic, this suit adds a nanotech heater under the inner layer to keep the skin warm.

- Nanotech?! Do people still buy these?
- Butch

- Not everyone believes all the rumors they hear. Anyway, it's a heater, not some invasive nanotech treatment. Stop rumormongering and bothering my customers.
- Armand

SPACE, THE MOON, OR MARS

Not to brag, but I truly have connections all over the place, even off-planet. These aren't my best-selling pieces, they usually take a little time to get, and I often need to get some measurements to assure proper fit, but Armand's Armor Emporium is committed to offering a full range of gear!

- Seriously Armand, fraggin' spacesuits? What kind of runners do you think we are? This is real life, not some action trid.
- Bull

- You're not my only customers.
- Armand

DIVING ARMOR

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Diving Armor	7	4	6	1,750¥
Features: Custom Protection (Chemical Protection 4), –2 dice pool penalty to Swimming Tests				
Wireless Bonus: Transmits environmental information; Swimming Test penalty is only –1.				

ARCTIC DIVING SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Arctic Diving Suit	1	4	8	3,000¥
Features: Custom Protection (Insulation 8, in water only)				
Special Rules: The suit will keep the diver warm for a forty-five-minute dive before any tests need to be made. It has to be recharged in between dives; charging takes two hours.				
Wireless Bonus: Extend the warm diver time to 1 hour.				

EVO HEL SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Evo HEL Suit	8	5	10	3,000¥

Features: Custom Protection (Insulation 4, Fire Resistance 2, Radiation Shield 3, Chemical Protection 2), Custom Fit, Gas Mask

Wireless Bonus: Records and transmits environmental information.

SPACESUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Spacesuit	12	6	16	12,000¥

Features: Biomonitor, Commlink (Device Rating 3), Custom Fit, Custom Protection (Chemical Seal, Insulation 6, Thermal Damping 4), Flare Compensation

Special Rules: Spacesuits require an Agility + Reaction (12, 1 minute) Extended Test to put on. Due to the potentially lethal hazard caused by a mistake in putting on a suit, they come with alarms and warning systems. Glitches cost time or have some other non-lethal effect, while critical glitches can be life-threatening but should not result in the instant death of the vacuum of space. The spacesuit's built-in oxygen supply lasts for twelve hours. The power supply lasts for twenty-four hours before it needs recharging.

Spacesuits require one hour of maintenance for every twelve hours of use. If a spacesuit doesn't get this maintenance, roll 1D6 each time it is used. On a roll of 1, the suit develops a potentially fatal failure: a cracked seal, an air leak, temperature or power failure, etc. Increase the likelihood of a failure by 1 for every additional 12 hours of use without maintenance (the suit fails on a 1D6 roll of 1 or 2 after 24 hours, and so on). Spacesuits come equipped with five emergency slap patches (additional patches cost 50¥ each).

No other armor can be worn with a spacesuit, but the suits can be equipped with armor add-ons and modifications.

Wireless Bonus: Records and transmits environmental information.

EVO HEL SUIT

The HEL (Hostile Environment Living) is the everyday dress of space-station inhabitants and astronauts. The thin, tight-fitting, puncture- and-tear-resistant suit covers the whole body except the face, which can be protected by a hood and self-attaching breath and eye mask with an internal five-minute supply of highly compressed air that is usually carried within one of the suit's many pouches. The suit is made of some of the most advanced clothing materials available, offering limited vacuum protection, as well as protection from hot or cold environments and chemicals. Due to its many useful traits and high comfort, the suit has become increasingly popular with people working in uncomfortable earthbound surroundings as well (at least those for whom the suit's high price is no obstacle).

- Straight from the Evo catalog! Armand, you're getting lazy.
- Slamm-0!

SPACESUIT

If you need one of these, you best know all the specs of the suit and then some, but they tend to design these suits with the lowest common denominator in mind. I carry basic models from all the major manufacturers, each with a basic list of features that align pretty well with each other—generally a life-support system, biomonitor, commlink, standard polarized face shield, and a liquid canteen built in for hydration during standard operations. Don't get in a tussle in one of these—any damage will threaten the integrity of the suit and result in the death of the user shortly after they hit the vacuum of space.

SECURITY SPACESUIT

A standard spacesuit for use by security personnel or runners looking to test whether it really is such a bad idea to get into a fight in space.

SECURITY SPACESUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Security Spacesuit	15	10	24	25,000¥
Features: As spacesuit				
Wireless Bonus: Records and transmits environmental information.				

- Are there really runners dumb enough to get into a fight in a vacuum?
- Sunshine

- Usually not for long!
- Slamm-0!

EVO ARMADILLO ARMORED SPACE SUIT

This one is kind of neat. With rumors of alien life on Mars, Evo made this little contribution to the SRS (Space Rescue Service). It's like the security spacesuit, but Evo added an exo-frame and servo motors. It's also got extra shielding against radiation and electrostatic discharges, which can be dangerous on the surface of Mars. The Armadillo also offers additional protection from suit breaches, thanks to Evo's BreachBuster™ technology. I've also got the new scaled-down version, which is offered to the general public—or at least the part of the general public that can afford to drop tens of thousands of nuyen on a suit for a place only a few metahumans will ever go.

- All of these suits look like something out of a sci-fi trid except they aren't really battle-hardened, just lightly bullet-resistant. Holes may be patched up by Evo's tech, but I wouldn't wear a repaired suit—any structural weakness at all increases your risk of death by exposure to vacuum.
- Orbital DK

- Not to mention death by exposure to nanites. Or something worse than death.
- Plan 9

- Are you admitting you're worse than before?
- Orbital DK

EVO ARMADILLO ARMORED SPACE SUIT

EVO ARMADILLO ARMORED SPACE SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Armadillo	16	10	24R	35,000¥
Features: Custom Fit, Custom Protection (Chemical Seal, Fire Resistance 4, Insulation 6, Thermal Damping 4), Enhanced Strength (+2 Strength for Climbing or Lifting, but not on Attack Damage)				
Special Rules: As Spacesuit. Self-sealing system prevents one breach (the suit automatically reseals if a breach occurs, but only once). Post-operation repairs requires a Logic + Armorer (Mental) (6, 1 hour) Extended Test.				
Wireless Bonus: Records and transmits environmental information.				

MAGNETIC BOOTS

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Magnetic Boots	—	4	12	2,500¥

Features: Custom Fit

Special Rules: Movement in these boots is limited to 1/4 of normal movement rate, with no Sprint Tests allowed. Climbing Tests receive +3 for wearers of these boots, but climbing takes place at half the normal pace.

SURVIVAL BUBBLE

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
Survival Bubble	4	4	Rating x 3	2,000¥

Special Rules: The bubble takes one Combat Turn to inflate around the user(s). The sphere features transparent windows, an airlock, 24 hours of oxygen per person each point of Rating (meaning a Rating 2 bubble can provide either 24 hours of oxygen for two people or 48 hours of oxygen for one person), emergency food and water rations, a homing beacon (100 kilometer range), and a medkit (Rating 4). The Rating of the bubble is how many people it will hold (maximum 6).

Wireless Bonus: The homing beacon transmits supply levels to rescue personnel.

MCT EE SUIT

NAME	ARMOR RATING	CAPACITY	AVAIL	COST
MCT EE Suit	6	5	10	2,500¥

Features: Custom Protection (Chemical Seal, Fire Resistance 4, Radiation Shielding 6).

Wireless Bonus: Record and transmits environmental information.

MAGNETIC BOOTS

In places that lack gravity, sometimes it's nice to just be able to stick to one place or walk around without using your hands. Magnetic boots are the answer. A combination of electromagnets and tiny suction cups make adhesion to virtually any surface possible.

- They can work in regular gravity too, but don't trust them to hold you completely against gravity. These with some gecko tape gloves make scaling buildings easier, even if you do have to climb facing out.
- Mika

SURVIVAL BUBBLE

This self-inflating mylar bubble is designed for escape and survival in the case of emergency decompression. Or for rich people to entertain themselves rolling down hills, or floating in the ocean. None of those uses are the intended purpose for this thing, but if you're creative you can find other uses, even ones that take place on terra firma.

THE NASTY SPOTS

MCT EE SUIT

While Evo has focused on spacesuit design due to their extraterrestrial intentions, Mitsuhama has been designing ways to protect themselves from the messes they keep leaving all over the planet. This is one such effort—it's a full-body, extreme-environment suit from Mitsuhama and it's worn by those who deal directly with hazardous materials/environments, especially chemical and biological agents or radiation.

CUSTOMIZATIONS AND OPTIONS

Protection may be the primary purpose of armor, but it's the extra tools, toys, and tricks that can really give most pieces of armor their personal appeal. I, and my suppliers, offer a full range of features and modifications for everything we sell.

AUTO-INJECTOR

An auto-injector is a small medical injection unit built into the armor and usually linked to the user's biomonitor.

- Guy I knew, T-Rack, had one dose of his injector loaded with arsenic. Paranoid gangbanger thought it might open an escape option in a capture. T-Rack got snagged by a corporate black-bag team while taking a dip in the AZT Boston Harbor CleanPool. His brother got a runner team together to do an extraction, and he wanted to go along for the ride. Story runs as you'd expect. He grabbed his brother's jacket—and never made it out the door.
- 2XL

FRESNEL FABRIC

I'm not a big tech head, so I don't know exactly how this stuff works, but it's a neat addition for anyone looking to maintain lines of communication in difficult areas. According to my tech specialist, this material can focus and concentrate light or radio waves like the lens on a lighthouse, boosting the directional power of a signal.

PULSE WEAVE

Talk about a flashy suit! This stuff transforms a suit into one large flashpak. Like a nightclub in motion.

SHOCK WEAVE

This is great at keeping grope-y guys off you at Dante's or giving a nasty surprise to the sec guard trying to take you down. Shock weave delivers a moderate shock to anyone making contact with the protected area.

- And how do wearers not shock themselves?
- /dev/grrl

- The weave is added to only certain spots. The user just needs to avoid contacting those locations. It's relatively easy once you're used to it. Watching people when they first get it is rather humorous, though, as they tend to walk around with their arms out away from them, kind of like a toddler.
- Sticks

UNIVERSAL MIRROR MATERIAL

This is some strange stuff. I originally refused to carry it since it was intended to jam up technomancers. Since then some creative individuals have used it as a defensive technique. Depending on which way you direct the fabric, this stuff jams wireless signals.

YNT SOFTWEAVE ARMOR

SoftWeave was developed by Yamatetsu Naval Technologies for sapients and the less common metavarients because it's easier to mold and work into alternative designs than standard armor technologies. It works for the everyday Joe, and it also makes for lighter gear with more flexibility for modifications.

RADIATION SHIELDING

Do I need to express what this is for and who needs it? I think not. If you're working in an area that's pumping out the rads, you'll need this worked into your gear.

CUSTOMIZATIONS

NAME	CAPACITY	AVAIL	COST
Auto-Injector	[2]	[illegible]	1,500¥ + chemical costs
Fresnel Fabric	[2]	14R	Rating x 1,000¥
Pulse Weave	[3]	[illegible]	3,000¥
Shock Weave	[3]	8	1,000¥
Universal Mirror Material (per square meter)	[illegible]	[illegible]F	Rating x 250¥
YNT Softweave Armor	—	+4	x2
Ruthenium Polymer Coating (Rating 1-4)	[illegible]	16F	Rating x 5,000¥
Radiation Shielding	[Rating]	Rating x 2	Rating x 200¥
Gel Packs	—	6	1,500¥
Response Interface Gear (RIG)	[2] + [1]	8	2,500¥

RUTHENIUM POLYMER COATING

I'll admit I loved *Manhunt*, that remake of the old flatvid with the alien hunting a bunch of mercenaries in the jungle. This stuff makes me think of that trid every time I activate our display. It's high-tech camouflage at its finest. Add this to your favorite outfit and be ready to blend in anywhere.

- The low-grade software/sensor package for this stuff is virtually useless unless you are standing completely still and wearing a full suit. On the other hand the high-end packages can make your armor jacket seem invisible at a full sprint. It's all a matter of body coverage and sensor/software efficiency.
- Bull

- Don't get caught with this stuff. In '74 a kid got tossed into a ruthenium bag during a snatch and grab. The ork hauling the kid took a bullet to the brainpan and went down on the street outside the Seattle AZT Pyramid. Knight-Errant cordoned the scene and figured one of the other runners snagged the kid. An hour later they opened the scene to traffic again, and GridGuide rolled a bus over the kid who was still out cold in the street, lying in the bag. Whole thing led to a huge legal ruckus, and this stuff if purely mil-spec now. No civilian usage.
- Stone

GEL PACKS

This stuff looks silly but can save your life. Gel packs look like a bunch of take-out soy sauce packets layered all over your clothes or armor. They come in a variety of colors and can even be custom ordered with different colors in each packet to make a pattern or just add a little flare. The gel hardens for an instant to absorb some of the force of impact but then gets all squishy again if it isn't punctured. If the gel makes contact with air it turns dusty and brittle immediately.

- Careful with the dust after a puncture. Some manufacturers add an isotope that can be identified and tracked for up to 48 hours. Intended as a way to locate wounded in the field, it has become a tool for the police services to track suspects after an altercation.
- Stone

RESPONSIVE INTERFACE GEAR (RIG)

This stuff is kind of fun, especially for those logged in to access live broadcasts during Desert Wars engagements, urban brawl games, or combat biker matches. It's a full sim-suite and monitoring system. As of July 1, it also carries the official *Miracle Shooter* line, which comes with the feedback software to give soft simulations of hits during *Miracle Shooter* matches.

- The new line of pieces for the *Miracle Shooter* line are fitted into all sorts of regular clothing pieces. The hottest seller so far has been a black baseball cap with the distinctive MS logo along with black fatigues and a black MS turtleneck. They come in armored variations too.
- Armand

NEW GEAR RULES

AUTO-INJECTOR

If one or more pre-programmed conditions are met (set by the character with a Simple Logic + Computer [Mental] (1) Test), or an instruction is received from the wearer, either manually or through the user's PAN, the auto-injector dispenses a medication, drug, or chemical directly into the wearer's bloodstream. Each auto-injector carries five doses that can hold one or more substances in any combination. Refilling the injector takes 1 minute per dose.

Wireless Bonus: Activating a drug injection is a Free Action.

FRESNEL FABRIC

Reduce the Noise penalty by the rating of the Fabric. The Noise reduction is directional and the wearer needs to align their body in the direction of the device they are trying to connect with.

Wireless Bonus: Reduce the Noise penalty by 1 more.

PULSE WEAVE

Anyone facing the pulse weave suit receives a –4 dice pool modifier on tests to make direct physical attacks on the wearer (flare compensation reduces this modifier to –2). The pulse weave offers a number of charges equal to its rating; it needs fifteen minutes to recharge.

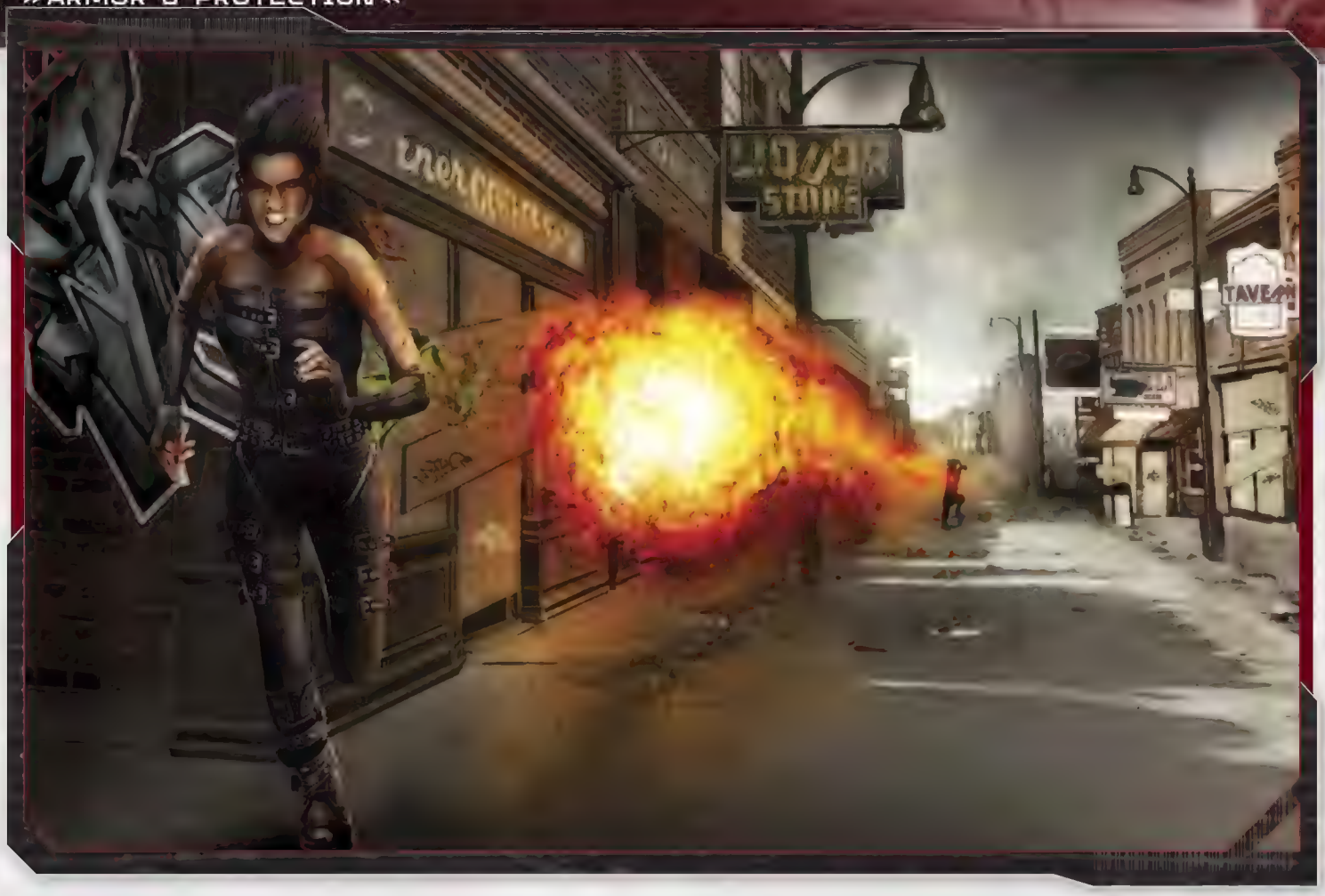
Wireless Bonus: Increase the Attack Test penalties by 1.

SHOCK WEAVE

Anyone entering a Grapple or Clinch with someone wearing active Shock Weave armor must resist 8S(e) damage. The wearer can also choose to take a Block Action when attacked and intentionally block with an active Shock Weave plate on their armor. This test needs to generate at least 2 hits (not 2 net hits) for the Shock Weave to be effective. A glitch means the character accidentally zaps themselves. This armor modification cannot be used offensively.

Wireless Bonus: The Block Test only needs to generate 1 hit.

Continued...



UNIVERSAL MIRROR MATERIAL

This material provides a Noise penalty against anything inside the material equal to twice the material's rating.

YNT SOFTWEAVE ARMOR

Armor made with this material has its available Capacity increased by half.

RADIATION SHIELDING

Each point of Radiation shielding provides 1 extra die for resisting Radiation damage (see p. 152).

GEL PACKS

Installed externally, gel packs require no Capacity and increase the Armor Rating of whatever they are added to by 2. Since gel packs solidify for a brief instant, they increase the possibility that the wearer will be knocked down by an attack. When comparing the Physical Limit of a character using armor with gel packs to the DV of an attack to determine knockdown (see Knockdown, p. 194, SR5), lower the character's Physical Limit by 2.

RUTHENIUM POLYMER COATING

This modification can be added to any armor or clothing, but it only gains its full benefits when applied to pieces that cover the wearer's whole body, like full body armors or cloaks. The ruthenium polymers are controlled by a sensor suite incorporated into the armor or clothing that scans the surroundings and replicates images of the area at the proper perspectives, helping the wearer blend in. The effectiveness is based on the Rating of the sensor suite and the extent of the suit's coverage. The base modifier to a Perception Test to spot the wearer is –(Rating), adjusted by the extent of the suit; full +2, almost full +1, half +0.

RESPONSIVE INTERFACE GEAR (RIG)

It acts as a combination trode net, sim module, and sim rig that connects to the wearer's PAN. It allows records of each soldier's actions and situations to be passed up the chain of command, as well as accessing the user's natural senses for use as sensor channels. This system takes up 2 Capacity slots in the armor and 1 Capacity slot in the helmet; a RIG must be installed in both armor and helmet to work, and it only operates while all the armor is worn.

Wireless Bonus: +1 Mental Limit on Perception Tests.

INSTALLED GEAR AND CAPACITY

Apply the following Capacity for each of these items detailed in the *Street Gear* chapter of *SR5*. For gear items in this book, see the individual listings.

ARMOR ADD-ON	CAPACITY	ARMOR ADD-ON	CAPACITY
Auto-Picker	[1]	Biomonitor	[1]
Climbing Gear	[5]	Concealed Holster	[4]
Flashlight	[1]	GPS	[1]
Holster	[3]	Keycard Copier	[3]
Lockpick Set	[2]	Medkit	[5]
Micro-flare Launcher	[1]	Miniwelder w/ 1 fuel canister	[1]
Miniwelder fuel canister	[1]	Quick-Draw Holster	[4]
Sequencer	[2]	Survival Kit	[6]
Tool Kit	[6]	Wire Clippers	[1]
ARMOR MODIFICATION			
Chemical Protection	[Rating]	Chemical Seal	[6]
Environmental Adaptation	[4]	Feedback System	[3]
Fire Resistance	[Rating]	Gas Mask	[2]
Internal Air Tank	[1 per hour]	Insulation	[Rating]
Nonconductivity	[Rating]	Respirator	[2]
Shock Frills	[2]	Thermal Damping	[Rating]
AUDIO ENHANCEMENTS			
Audio System	[1]	Audio Enhancement	[Rating]
Select Sound Filter	[Rating]	Spatial Recognizer	[2]
COMMUNICATIONS GEAR			
AR Gloves	[1]	Commlink	[2]
Jammer	[2]	Micro-transceiver	[1]
RFID Tag-Sim Module	[2]	Simrig	[5]
Skinlink	[3]	Tag Eraser	[1]
Trid Projector	[2]	Trodes	[1]
White Noise Generator	[2]	Wireless Link	—
SENSORS			
Atmosphere Sensor	[1]	Bug Scanner	[2]
Camera	[1]	Cyberware Scanner	[1]
Directional Microphone	[1]	Geiger Counter	[1]
Laser Microphone	[2]	Laser Range Finder	[1]
MAD Scanner	[1]	Microphone	[1]
Motion Sensor	[1]	Olfactory Sensor	[1]
Omni-directional Microphone	[2]	Radio Signal Scanner	[1]
Ultrasound	[1]		
VISION ENHANCEMENTS			
Flare Compensation	[1]	Image Link/HUD	[1]
Low-Light Vision	[1]	Smartlink	[1]
Thermographic Vision	[1]	Ultrasound Sensor	[2]
Vision Enhancement	[Rating]	Vision Magnification	[1]

TACTICS & TOOLS

"Container's almost full, ten more seconds!"

"We don't have it, contact right!" Bishop bellowed as he let loose with a burst from his Enfield shotgun. Heavy slug rounds tore into the flesh-form ant spirit before it fell just two meters from his position. Multiple threat warnings from his P-Tac system blared as the IFF utility AROs tagged several new hostiles closing in fast. "Form up!" he ordered, and the team moved into a defensive position around their face as he scooped grey viscous goo into a sample container.

Thunder opened fire first. The troll tank laid down a solid wall of suppression fire with his LMG while the two samurai, Finch and Hooper, covered the flanks with their assault rifles. Moon-Seeker stood next to Bingo the face. Her main role was magical backup, but she still had her SMG ready.

"Anytime now, Bingo," Bishop said as another ARO indicated movement above. On pure reflex, Bishop raised his shotgun and pumped three rounds through a hole in the ceiling. A dwarf with bug eyes fell to the floor, missing half of its torso. Status windows appeared over his field of vision and Bishop watched his team's ammo counters plummet; they couldn't hold this position for very long.

"Got it, let's roll!" Bingo cried out as he slipped the container of jelly into his satchel.

Bishop didn't hesitate, "On me, diamond two, double-time!" he ordered as he blasted another flesh-form that leaped in front of him. In unison, they moved into formation and through an open doorway into the corridor; weapons up and ready. Bishop was on point with Finch and Hooper on the left and right respectively. Seeker and Bingo took up the center to protect their payday. Thunder was tail-end Charlie and continued to lay down cover fire.

As they moved, Bishop watched as a map utility highlighted their exit route thirty meters ahead and then left at a "T" intersection. Without breaking stride, he pulled a spherical object from his bandoleer and tossed it ahead of the team. An adhesive strip minimized bounce and it stopped precisely in the intersection. The small sensor-sphere immediately sent images back and Bishop's heart almost stopped. "Contact front!" he cried out.

Around him, the team came to a halt and repositioned. Finch turned forward and joined Bishop while Hooper turned to support Thunder. In the center, Seeker called two spirits forward with orders to attack. More flesh-forms swarmed forward and were met with concentrated weapons fire.

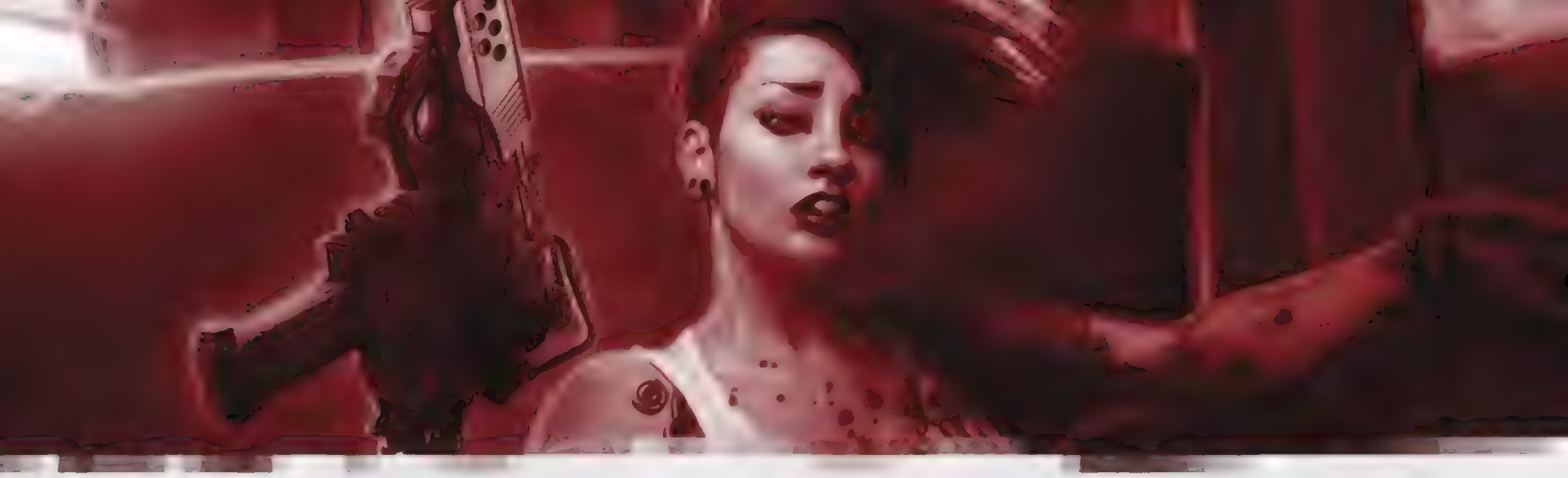
Closing the map utility, Bishop opened a link to their rigger waiting outside of the hotel. "Crankshaft, primary extraction route compromised, need secondary ASAP!" Bishop called out as he ejected and replaced his shotgun's drum magazine

"Already got it boss, go ten meters back through the underground parking garage."

Bishop frowned. "I thought that area was crawling?"

"Trust me boss, just stay away from door number three"

Bishop watched as a new map highlighted the new exit route. With grim determination, he manually chambered another round and then called out "REVERSE!"



SIXTH WORLD COMBAT TACTICS

> ***Tactics:*** *1) The military science that deals with securing objectives by strategy, especially the technique of deploying troops, ships, and aircraft in effective maneuvers against an enemy. 2) A procedure of maneuvers engaged to achieve an end.*

It takes a lot to survive in the shadows, and runners will use whatever advantage they can get. Weapons, gear, augmentations, and magic are all valuable and can sometimes mean the difference between spending your next payday or your organs being sold on the black market. But these aren't the only advantages out there; the biggest advantage all runners need to cultivate is the grey matter inside their craniums. Being able to think your way through a fight when it's going hot and heavy is more important than any piece of gear. And to survive, one needs to know the *right* kind of thinking. For most runners that means tactics, specifically small-unit tactics.

Why small-unit tactics? Usually it's because most runners have little use for most modern-combat tactics. Unless they're hired to lead an army (doubtful, unless they're a merc), most runners don't need to know (or care) how to maneuver a panzer column, T-bird formation, or coordinate an air or artillery strike on an average run. Such information can be valuable, but most runners are better served by building a good team and learning how to work together.

For shadowrunners, small-unit tactics are ideal for helping them develop this necessary teamwork. While the specific tactics vary, there are several key principles and basic doctrines that any team can understand and implement. Small-unit tactics are *not* some magical catch-all form of combat that deals with every situation, such as individual one-on-one combat. Rather, they're designed to help a group or team work in concert during general combat situations.

So let's set the stage here, because an important part of knowing what things are is understanding how they got that way.

WHAT CAME BEFORE

While several different groups today use small-unit tactics, their origin lies with the military. Overall, tactics tend to develop in cycles. When armies became more mobile as technology advanced, leaders and planners developed new strategies to take advantage of or to counter these new advances. Any group of people working in concert to achieve a goal by force looked to military tactics for inspiration—police forces cracking down on gangs, gangs trying to fend off police, and so on. SWAT and HTR teams are the most recognizable outcomes of this adaptation. Even regular officers started incorporating these tactics as criminals became better armed and organized.

As warfare moved away from large-scale open warfare to more urban, unconventional engagements, military bodies adopted some of the methods and tactics employed by the special police/security teams, while police and security would borrow military innovations right back. And the cycle continued.

This pattern became so familiar (and even predictable) to mainstream society that the average citizen largely ignored the increasing levels of lethality and destruction their governments (and later corporations) were developing, supposedly to protect them. In the early twenty-first century, two developments shattered the world's apathy (for a while) and rendered centuries of tactical doctrine obsolete: the return of magic and the rise of the wireless Matrix.

"GEEK THE MAGE FIRST"

The return of magic changed everything. During previous centuries, combat tactics were based in advances in science and technology that everyone understood. There was no mystery about guns or bazookas or missile launchers because they could be explained by science.

Enter Daniel Howling Coyote and the Great Ghost Dance.

Suddenly, a force once considered fantasy became real, and there was nothing technology could to do to stop it. Even nuclear weapons, the pinnacle of destructive power, were useless against magic. The United States attempted a military solution to stop Howling

Coyote and his followers, but Mother Nature stepped in and brushed aside the US forces like insects.

The United States and the rest of the world were now on notice: magic was back.

In the following decades, the nations and corporations of the newly anointed Sixth World conducted an arms race to secure their own magical arsenals. For combat tactics and doctrine, magic became the ultimate wild card.

Every tactic and procedure at all levels, both military and civilian, was re-written to incorporate the magical threat. And because of the Ghost Dance War, military leaders had clear evidence of magic's devastating power in combat. Small groups of magicians could easily destroy most military targets with spirits or spells from beyond visual range.

Those able to field significant amounts of magical assets found themselves with distinct advantages. Emerging nations such as Amazonia, the NAN, Tír na nÓg, and Tír Tairngire suddenly had military (and political) power disproportionate to their size and matériel strength. Corporations such as Aztechnology, MCT, and Saeder-Krupp also benefited considerably from their magical assets.

Magic also became the ultimate equalizer on the streets. A single, decently skilled magician or adept was often more than a match for common police or security officers. Sometimes they could even make life tough for an entire tactical response team. Spells could take out multiple opponents, spirits shrugged off mundane attacks, adept powers turned people into combat machines, and astral projection offered advantages that couldn't be countered by traditional means. Ritual magic was also thought so prevalent that thousands of unexplained homicides per year were attributed to it. Magicians not affiliated with "normal" society (read: spellcasters who were not properly licensed or registered) are still portrayed as something to be feared. This fear applied to both actual and perceived threats. This atmosphere of extreme fear and perceived danger made the general populace scared of any kind of magic, good or bad, which led to the strategy now known as "geek the mage first."

To counter magical threats, most current doctrines/rules of engagement utilize swift and overwhelming force against those even suspected of being magical. Tactics vary, but in most combat situations, priority is given to identifying and neutralizing magicians at the onset of any engagement. When friendly magicians aren't available to counteract the threat, snipers and drones are favored tools to use against enemy magicians.

Operational planners usually put magicians near the top of the list of high-priority targets next to, or even above, command and control elements. In the civilian world, similar procedures are used to deal with "rogue" magicians. Backed up by both national and corporate laws (with a healthy dose of anti-magic bias), law enforcement agents are often given a lot of discretion on how to handle illegal magicians; even to the point of utilizing lethal force as an initial response to an encounter.

WARFARE GONE DIGITAL

Until the development of wireless technology, the Matrix's impact on combat operations was minor compared to magic. Despite unprecedented improvements in communications, the use of fiber-optic cables (key components in early Matrix technology) made these systems impractical or expensive for widespread field use. In a military or paramilitary operation, these systems were relegated to the rear echelons or in mobile command posts that avoided direct combat.

With the development of first- and second-generation wireless technology, the Matrix gained a more significant presence on the battlefield. Commlinks in particular increased communication abilities and allowed combat hackers to ditch bulky cyberdecks.

The introduction of tactical networks (tac-nets) was one of the most significant contributions to the modern battlefield the new Matrix had to offer. More efficient than previous systems, tac-nets allowed members of a team or unit linked to a 'net to gain unprecedented levels of coordination so they could engage their enemies like never before. Any military, paramilitary, mercenary, or other groups (like shadowrunners) that could get their hands on them did so.

But the new wireless Matrix was a double-edged sword. Wireless systems were also more vulnerable to attack. Communications, vehicles, weapons, and in some cases personal cybernetic augmentations could be compromised if not co-opted completely via remote.

Tacticians quickly realized the potential of using the new Matrix as a first-strike option against enemy targets in the field. This has made the hacker (usually deckers) a key component of any modern combat operation. More and more hackers have become common sights on the front lines. This has led to interesting developments in many combat units and teams. While not quite up to par as dedicated combat members of the team, the hackers have been forced to beef up their combat skills. It's not unusual to see hackers provide direct support for other team members in addition to their intended role as cybercombatants. As a result, they've become priority targets. Right after the magician, the hacker is often second on enemy neutralization priorities. Especially if they're good.

Technomancers are equally dangerous, but there are still trust issues that keep your Average Joe Street Rat from putting his life in the hands of one of these guys. While technos and deckers perform similar functions, deckers are more accepted (and trusted) because their abilities come from a known source: technology. Scientists and researchers today still don't know where

technomancers get their abilities from, and that scares people. Yeah, we argue that we don't know where mages get their abilities—sure, it's about channeling mana, but where does mana come from? And how come only some can channel this new "mana?" Society has gotten a bit used to magic; but not technomancy. So it may be unfair, but technomancers often face distrust within most units and thus are extremely rare to be heading up a charge into battle.

Don't get me wrong, though—if they're there, they're still considered a priority threat and are usually targeted immediately upon discovery. Some rules of engagement even place technomancers on a higher priority for neutralization than magicians due to their speed and flexibility.

REALITIES OF TACTICAL TEAMWORK

There's no other way to say it: Combat in the Sixth World is fragging *dangerous* (no kidding right?). Those who fail to realize this simple yet very important concept often end up with the improper amount of holes in their body or their organs/body parts in places they shouldn't be. Like on a curb.

So why should the average shadowrunner care about tactics and what exactly are they? First, runners need to know how enemies may operate. Militaries and especially corporate security forces love control; they use policies, procedures, and in the case of the military, rules of engagement to keep their lapdogs on a leash. Policy dictates the tactics they are allowed to employ. If a runner knows the rules their adversaries play by, it's easier to frag with them.

Also, believe it or not, most these tactics actually work if used correctly. Tactics used today are based on tried-and-true methodologies developed over decades, if not centuries of combat. If it works, use it!

BUILDING THE TEAM

No matter what flavor of combat you subscribe to, real combat is nothing like it's portrayed on the trid or in video games. The bad guys (meaning anyone who is not you) aren't always stupid and accommodating enough to rush in one at a time to get their hoops kicked or willingly expose themselves to be picked off. There's also no "save" or "restart" option. To be absolutely clear: Playing the latest version of *Ultimate Commando Warfare VII* for a thousand hours does *not* make you an expert in anything other than playing a fragging game.

It's also important to realize that there's no such thing as the lone-wolf runner anymore, if one truly existed to begin with. Any professional or runner worth their rep knows that in the biz, they live and die by the teams they form. If you live alone, you die alone. And soon.

So the first step to using tactics is building a good team. Finding the right mix of skill sets and personalities can be just as challenging as an actual run. A good team needs more than just a collection of badassery (although that's not a bad thing to have); they need to be able to function together.

Some runners may be the best at what they do individually, but if they have a personality that consistently slots off other team members and trashes morale, chances are the team will crash and burn. Conversely, having someone everyone likes but can't do the job to save their life is just as bad, if not worse. Just because someone is a chummer doesn't mean they'll make a good team member. Every runner brings something different to the table, both good and bad. The trick is finding that right mix of people who complement one another despite any personal issues or complications that may exist. A team doesn't have to necessarily like each other; they just have to work together.

This sounds simple in theory, but it's often complicated in execution because shadowrunners tend to be highly individualistic, non-conformist, anti-authority types. So at some point, someone will have to step up, take charge, cut through all the drama and bulldrek that inevitably shows up, and lead. Not everyone can be a leader, and even fewer can be a good one. It usually takes someone with the right mix of skills and force of will to make it happen. And even then, there's still no guarantee their leadership will click.

TEAM TYPES

Despite common perception, there's no such thing as the perfect runner team that can do it all. There are some teams out there that can handle a wide variety of runs, but they are usually the best of the best ... and have the scars to prove it.

Runners, like all metahumans, are imperfect and flawed. This means there will always be some kind of deficiency in an individual and the team they're on, no matter how small. The trick for any team, be it runner or otherwise, is to maximize each member's advantages while mitigating their disadvantages. Null sheen, right?

Most teams tend to fall into two basic categories: temporary and permanent. Both have their pros and cons. Temporary teams are usually brought together for a specific run or operation. These tend to be the most complete, as the Mr. Johnson funding the run usually instructs fixers on what is needed, then makes sure the appropriate roles are filled. That's the upside; the downside is that while individual members may be highly skilled, the team may not have the greatest coordination unless they have worked together previously. It takes time for teams to come together, and a temporary team often won't have the luxury of time to train together. And even if they do, there's no guarantee that such a team

can completely gel for whatever reason (arrogance, ego, previous beefs, take your pick).

The second kind is the one most associated with runners, the permanent team. These are the runners who have banded together for the long-term and (usually) have found a way to work together ... most of the time. By working together on a constant basis, everyone learns how the others think, operate, and react in specific situations. This level of coordination is the goal of such teams. The problems with permanent teams are that with a set roster, the team may have some significant gaps in capability. And since they depend on one another so much—and have likely grown to care for each other to some extent—a lost team member can be difficult to recover from.

KNOW YOUR ROLE

There are certain key positions that need to be filled by people who know what they're doing, no matter how each individual team is organized. Some roles might be shared between two or more runners, some runners may handle more than one role, but teams that last have every role covered.

Team Leader: Someone has to be in charge, period. Without someone calling the shots, coordination breaks down and people die. On most teams, the team leader is one of the direct combat-types with the skills necessary to, well, lead. In this age of technology, however, more riggers and/or deckers have taken this role because they're uniquely positioned through their decks or RCCs with PI-Tac technology to coordinate actions and responses.

Direct Combatant: The team members who physically engage the enemy when combat becomes necessary. They include the usual hoop-kickers such as street samurai, combat adepts, mercs, tanks, or other specialists—snipers and the like. Whatever the strengths of the individual combatants, the team as a whole must be able to engage the enemy at all ranges. This means that at least one direct combatant should be able to engage at long range as well as having

someone able to handle extreme-close combat. It's not unusual for a direct combatant's role to be purely defensive; protecting the team's magical and/or Matrix support members, for example.

Magic Support: The members of the team who deal with any and all matters magical. In a non-combat or pre-combat situation, these members are often tasked with performing recon, investigation, infiltration, concealment, or other mission-specific tasks best handled through the use of magic. In combat, magicians can provide support by using their magic to enhance or protect other members of the team. They can also act as direct combatants, using offensive or defensive spells as well as deploying spirits. Under certain conditions, such as when fending off spirits, adepts may also be considered magical support as well as direct combatants.

Matrix Support: This covers all tasks or issues that deal with any aspect of the Matrix. While rarely physical combatants, the runners filling this role search out and disable any vulnerable enemy wireless or Matrix assets. They're also responsible for securing and defending the team's wireless and Matrix assets. Matrix support team members are often most useful in keeping the team leader apprised of changes in the tactical situation, which can morph rapidly once combat is joined, and keeping all members in communication when the team is divided. Unless the team's objective is significantly sophisticated, Matrix support can do their job remotely—as a general rule they can do their jobs better when not dodging bullets. However, there are some situations that require them to be in direct contact with the objective or its defenses. Some are willing to act as secondary direct combatants if needed, but this is seldom the best use of their talents.

Vehicle/Drone Support: Often thought of as the cavalry, riggers provide a variety of roles for a team. In combat, riggers often act as a command-and-control center, using drones to give real-time tactical observations and assessments to the team leader (if they aren't already fulfilling that role). They can provide direct-fire support as well, often employing heavy weapons such as machine guns, cannons, or launched weapons from either their drones or modified vehicles. Riggers are also responsible for all transportation needs, but any team member with vehicle piloting skills is valuable.

Miscellaneous Support: This is a catch-all for requirements not covered by the other team members or niche tasks—medic, pack mule, whatever. These roles do not require dedicated team members—though having a specialist is never a bad thing—and the jobs can be shared out among the team as secondary responsibilities. It's not uncommon for the team face to be trained as a medic or tasked with watching over team members who go astral or full immersion. Any face can double as a pack mule and be one more pair of eyes in the field. Most can be counted on to bring one more gun to a firefight.

KNOW THE JOB OF THE GUY ABOVE AND BELOW YOU

On any mission there's always the chance that a key member of the team is taken out. Does that mean you scrap the run—head for home and maybe look for a replacement? Frag no! One of the key tenets of professional military and security units is cross-training. The concept is simple: If one person goes down, another steps up and does the job. Cross training also ensures that at least one other person can act as radio operator, medic, or heavy weapons operator should the primary go down. This is especially true with the chain of command. This redundancy can—and often does—mean the difference between failure and success.

Cross-training for runner teams can be a bit more complex than for standard military units. A street samurai for example can't grab the decker's cyberdeck and start hacking the Matrix, nor can the rigger take over when the magician goes down. But members of the team can be trained to take over other important roles should the responsible team member go down. Some of these roles include:

Chain of command. Probably no one thing is more important than chain of command. It should go without saying that if the team leader goes down there should be zero hesitation before the second in command takes over. Survival can depend on seamless transitions.

Weapons. Every team member should have something, if only a pistol, with which to engage an enemy at range. Ideally, everyone on the team should be checked out on every other member's weapons. At the very least, every runner should be able to pick up at least one of a fallen comrade's weapons and do some good with it. In a firefight, any gun is better than nothing, and a weapon on the ground is useless. Something else that should go without saying: Make sure all biometric and other security systems are programmed to accept all team members. A booby trap or a lockout at the wrong moment could get you all killed.

Medical support. I mentioned the face acting as medic before, but she shouldn't carry that job alone. Every member of the team should know basic first aid and how to use a medkit. Period.

Transportation. Riggers handle the driving. But having at least one other qualified driver is never a bad idea—in case you need an extra vehicle or the rigger's incapacitated. The more team members that can handle a vehicle, the better. And, just like with the weapons, all team members should have access to all vehicles, just in case.

Finally, the odd jobs and the weird things that sometimes become part of the run; if the mission requires special skills, make sure as many team members as possible have some idea what they're doing. If a run requires the use of a highly complex explosive device, for example, it's a pretty good idea to make sure at least two people know how to arm—or disarm—the damn thing.

In order to cash in on as many opportunities as possible, most runner teams try and be generalists who can handle a wide variety of jobs. While this allows flexibility and opportunities to take on more missions, it's difficult to recruit enough people to cover every possibility and keep your team small enough to be profitable. That's why it's not unusual to see specialist teams that forgo one or more positions to focus on a particular niche. For example, a team specializing in magical jobs may hire hackers on the rare occasions they need one, or a group of riggers specializing in courier runs may have no need for a hand-to-hand adept or face. What's important for any team is to be honest with the abilities and skills they possess and take jobs that play to their collective strengths.

SMALL UNIT TACTICS: BASICS

Despite recent history and changes because of the Awakening, the core concepts of small-unit tactics have remained mostly unchanged since their inception over a century ago. Even with magic and the Matrix integration, small-unit tactics still revolve around the use of combat power to achieve an objective. And yes this will sound overtly military for a while, because that's where the concept came from.

KEY CONCEPTS AND DEFINITIONS OF SMALL UNIT TACTICS

Combat Power: The doctrine of small-unit tactics that guides the use of force and comprises four elements: maneuver, firepower, protection, and leadership.

Maneuver: This is the movement undertaken by a group/unit that is enabled and supported by weapons fire. The goal of maneuvers generally is to destroy a target, capture an objective, or neutralize a threat.

Firepower: Also referred to simply as "fire," this is the direct offensive force used against a target or objective. It includes but is not limited to: firearms (guns), projectile weapons (bows/crossbows), thrown or launched weapons (grenades/rockets), and offensive magic. The offensive use of hacking programs or technomancer abilities to through the Matrix is also considered firepower.

Protection: Concerns the overall well-being of the individual combatant or team member. This includes carrying only what is required to defeat or neutralize enemy fire on a mission. This can be done through security measures, unit/team dispersion, cover/concealment, camouflage, deception, or suppression of enemy weapons through any means necessary.

Leadership: The authority given and abilities used to coordinate all efforts within the team/unit to ensure the success of a mission or objective. It also refers to the ability of the leader to accomplish said tasks and objectives.

Groups outside of the military—including gangs, police, and, of course, shadowrunners—have adopted and adapted small-unit tactics to suit their needs. With the proliferation of the Matrix and skillsoft technology, small-unit tactics can now be employed by anyone with a group of chummers and a few guns (common sense optional but preferred). The methodology of small-unit tactics remains sound and effective if used properly.

MISSION

Despite what Mr. Johnson may have hired you for, the purpose or goal of small-unit tactics is to close with the enemy and defeat them through the use of fire and maneuvering. In the past, most supposed experts felt that despite the technological advantages a unit may have, victory could only be gained through close combat. But that was before magic and the proliferation of drone technology. And despite the advantages of both, they still have their inherent limits and drawbacks. This makes them key components of any team or unit, but usually as support assets or force multipliers. At some point, direct combatants will have to put fire on target.

Aside from delivering accurate fire and maneuvering effectively, success depends on other factors as well. Flexibility and reacting properly to changes in a tactical situation is extremely vital because—as the saying goes—no plan survives contact with the enemy. Units must be able to adapt and leaders must be able to handle whatever surprises pop up in the course of an engagement.

Another key factor is the use of the terrain and the environment. No matter where the engagement is taking place, a team/unit must be able to utilize their surroundings; cover and concealment are key elements in any tactical maneuver, offensive or defensive.

OPERATIONS

In all tactical operations, movement (or maneuver) is necessary because without it, the ability to put fire on an enemy target is greatly reduced. Also, maneuver is not just for offense. Many tactical maneuvers are defensive, designed to provide protection and counter enemy attacks. Maneuvers and planned movement enable units to maintain cohesion and provide protection for their members (it's harder to hit a moving target). It also allows a unit to switch from defense to offense when opportunities present themselves. Preventing an enemy's movement in combat is an important step toward defeating them.

To accomplish this, most units/teams make use of set formations and planned patterns of movement. The big benefit of these is control. Knowing where your team/unit members are keeps you on top of chaotic combat situations. Before the development of tactical network devices and software, most teams had to stay in relatively close proximity to keep track of each other. With

current technology, a team leader has greater command over their team and can respond more efficiently to situational changes and coordinate fire.

On top of that you have the benefit of security. A well-planned formation provides 360-degree coverage as the unit/team maneuvers. Being in a formation also allows rapid, orderly, and coordinated response to threats.

A third benefit is flexibility. While formations may seem rigid, they actually provide great flexibility in combat. A team that can transition from one formation to another has faster response times against enemy threats.

Formations are useful in combat, but they are not always feasible for every unit or team. While they fall under the heading of small-unit tactics, most formations are designed for groups of at least eight to ten members. Shadowrunner teams usually aren't that large, which means standard formations may need to be modified to suit their specific needs and strengths. The core concepts remain viable.

COVER AND CONCEALMENT

There is a common misconception about the meaning of both words in a tactical situation. Most think cover and concealment are the same, but they aren't. Concealment is simply a position where, under normal circumstances, a combatant cannot be observed. If any part of the combatant can be seen, concealment is ineffective and should be abandoned because such a position does not offer any kind of protection against enemy fire.

Conversely, cover is a position that offers a combatant at least some measure of protection against enemy fire and usually offers concealment as well. The general rule of thumb is that concealment is not cover, but cover can also be concealment. For example, a group of trees and bushes may conceal a combatant's position, but it will offer no protection against enemy fire, while a concrete wall can provide both.

MANEUVER CONSIDERATIONS

When planning and practicing combat maneuvers for any mission, there are several factors to consider. First, *recon*. As in, have you done any? Intelligence is essential to any mission combat; the more the better. Especially if it allows you to avoid combat altogether.

Dispersion. Even with modern technologies, a unit needs to stay proximate enough for individual members to support each other. Conversely, they need to maintain enough distance to keep their options open, maximize effective fields of fire, and avoid bunching together into an easy target. Proper dispersion also allows for better situational awareness because more eyes can look in more directions.

Operational security. The use of magic, drones, and the Matrix have made OpSec more difficult than ever before. In modern combat, it takes more to hide one's presence than camo fatigues and some tree-branches. Good OpSec goes back to recon—know your area, know your opposition, and plan/act accordingly.

Cover and Concealment are also key considerations to any operation. Using routes where cover or concealment is available and avoiding areas where there is none will help prevent the loss of lives; especially when—not if—things go wrong.

Speed. If a team is too cautious, moves too slowly, risk of detection actually increases. Conversely, moving too rapidly—whether trying to surprise your opponent or due to time constraints—can lead to carelessness and mistakes. Every situation is different, and your team must be aware enough to know what's needed and flexible enough to deliver.

Command and control. You may think that modern technology has made this a non-issue, but you'd be wrong. While it's true modern tech lets us do more than was imagined even five years ago, nothing is one hundred percent reliable. There must be a backup plan in place in case communications are compromised. Even in this age of technological wonders, good old-fashioned hand-signals still have their place in combat.

OFFENSE AND DEFENSE

Offense is the area of small-unit tactics that gets most people going because that's when you put fire on the target. Defense is about preventing the other guy from putting fire on you. Less glamorous, less exciting, but really important if you want to survive long enough to get on offense.

In small-unit tactics there are four broad types of offensive actions: hasty, deliberate, raid, and ambush.

Simply put, a hasty attack is that "Oh *drek*!" moment when you have to pull that trigger *now*. The team/unit attacks with whatever is on hand at the time and hopes it's enough. A hasty attack could result from a mistake on your part, such as insufficient reconnaissance, or being surprised by an unexpected action on the part of the enemy, but it can just as likely be a case of taking advantage of an unexpected opportunity. No matter what triggers the hasty attack, its success depends on every team member knowing what to do at an instant's notice—and that depends on training to work together as a unit.

A deliberate attack is planned. Even though no plan survives contact with the enemy, in a deliberate attack every team member knows—or should know—what the objective is and has some idea what assets the enemy is bringing to the party.

Raids are classic hit-and-run attacks; rapid assault and rapid withdrawal. Almost all raids involve a smaller force attacking a larger one. The raid can be used to assess enemy strength or gather other intel—such as who's in the group or what they move to protect when attacked. Raids can target enemy support or supplies, with

ATTACKING IN JUST SIX (EASY) STEPS

1. Plan and Prepare
2. Locate and target the enemy
3. Identify and exploit enemy weaknesses
4. Begin attack (continue to assess for any weaknesses)
5. Maneuver to exploit weaknesses
6. Consolidate forces and reorganize to continue attack, counterattack, or disengage

FUN WITH EXPLOSIVES

The ability to maneuver during a combat situation is crucial for success or survival, but nothing will ruin a team's day faster than a well-placed explosive device. Ranging from ad hoc improvised explosive devices (IEDs) to sophisticated wireless-detonated devices, explosives are used for a variety of purposes in combat.

One purpose is to limit an enemy's options and mobility of enemy. Strategic placement of explosives can deny an enemy entire areas. Minefields are the classic example of this strategy; minefields force your enemy to either find a safe way through or look for an alternate route. Going through a minefield is not only dangerous and time consuming, but the team is dangerously exposed and vulnerable throughout the operation. Conversely, finding a safe alternative is time consuming at best and impossible at worst. Minefields (or any arrangement of preset explosives) can also herd enemies into dead ends, ambushes, or more deadly traps.

The second purpose is security and defense. Minefields or other explosive booby traps, such as grenades rigged with tripwires, that placed along the approaches to a defensive position can provide early warning and thin out the enemy's ranks. True, there are more sophisticated triggers, such as pressure plates, motion sensors, and wireless transmission sensors, but the primitive tripwire is ignored by most modern scanners.

A third and often overlooked purpose is psychological warfare. Just as a sniper can pin a unit down and undermine unit cohesion and morale with just a few shots, explosive devices placed at apparent random can disrupt enemy coordination. In addition to the physical threat of the explosives and the need to care for the wounded, the uncertainty of not knowing when or where the next explosion will go off has a psychological impact, causing hesitation and indecision, making targets second-guess every choice. This can be a particular challenge for leaders who must deal with their own doubts while holding their team together in addition to figuring out how to get them out of the situation alive.

No matter how they are used, battlefield explosives are a significant threat, and your whole team should be alert and aware of what they can do, and when they may be coming.

the goal of either taking them or making them useless to the enemy. Raids can be used for theft or extraction, for diversions from the real theft or extraction, or as disruptions and delays to enemy operations. Raids—particularly raids with multiple or indirect objectives—require comprehensive planning, careful preparation, and split-second timing to execute.

The ambush is a special case. Common wisdom is the secret to a good ambush is good planning and good cover, and that's true as far as it goes. But when the time comes, it's the self-control of your jumpiest team member that makes all the difference. Because nothing turns an ambush into a drekstorm faster than someone giving the game away while your enemy's still in a position to do something about it. Specific ambush tactics will depend on where and whom you're fighting, of course, but you should develop a basic strategy that plays to your teams particular strengths. And practice; drill until everyone can stay frosty when the pressure's on. Then get ready to make your opponents shit in their pants right before they go down.

The steps for defensive maneuvering or setting up defensive positions are similar to initiating an attack. Planning consists of establishing a defensive position or maneuvering to get out of the engagement zone. For example, putting as many obstacles between your team and the attacking force or setting up overlapping fields of fire.

Early detection of an enemy's intentions before they attack allows opportunities to counter an attack and prevent them from maneuvering. This can also allow for the exploitation—or creation—of any weaknesses in an attack and allow the defending team to consolidate, reorganize, and possibly initiate a counterattack.

"BY THE BOOK"

Hostile take-overs, turf wars, getting ahead, or just surviving—one way or another some type of small-unit tactics are used by every group in the sixth world. Each group uses them differently, of course, usually adjusting them to fit their assets and objectives. But sometimes these differences result from the rules or customs or restrictions under which the group operates. Savvy teams study any rules or procedures their enemies follow and take advantage of them in combat. What better way to defeat an opponent than turn their own rules against them?

THE MILITARY

Small-unit tactics were developed by the world's militaries, so it's no surprise militaries continue to push the envelope in their quest for new and better ways to kill their opponents. While the fundamentals of small-unit tactical doctrine remain basically unchanged, units adapt them to suit their objective.

Main-line infantry units are usually concerned with longer-term combat operations; the classic example be-

ing taking an enemy position, then defending that position against enemy efforts to take it back. This involves large units of infantry acting with the support of armor, artillery, and aircraft. But these large units are made up of smaller units that are, in theory, able to operate effectively on their own as well as in conjunction with others.

The smallest unit in most military organizational structures is the basic two-person unit. Four-person fire teams, squads, platoons, and so on, are all built from there. Each level will have its own structure and duties. From the squad level on up you can expect the unit to have a leader, of course, and at least one of these: rifleman, grenadier, communications (usually a Matrix specialist) and support-weapon specialist. Specialists such as magical/rigger support depend on the unit and mission parameters.

Special Forces units are likely to work independently and to employ more unconventional tactics. These units often engage in what the general public thinks of as "commando" missions—the jobs glamorized by countless trids and sims, such as recon, search and destroy, raids, ambushes, captures and extractions. Their tactics emphasize stealth and precision.

Whatever tactics a military unite employs, their actions and choices are (supposedly) governed by rules of engagement (RoE) that spell out what actions they are allowed to take in any given situation. How strictly individual commanders adhere to the RoE varies, but in our hyper-bureaucratic and paranoid world you can count on a military unit commander to generally follow the rules. Original thinking and risk-taking are not rewarded in most hierarchies. Knowing a given military's RoE will give you a distinct advantage in planning your operation.

LAVV ENFORCEMENT AND SECURITY

In theory law enforcement is tasked with enforcing the law—which means their tactics are occasionally different from those used by the military. Their objectives usually center around apprehending, capturing, and subduing suspects, crowd control, public safety, and supporting emergency medical and fire services. As such lethal force is the choice of last resort and only authorized in extreme situations. And even then it's only employed under very specific sets of circumstances.

Law enforcement agencies include at least one tactical response unit to handle particularly dangerous confrontations—which often include armed groups with political agendas that go beyond ordinary criminals. These tactical response units usually have broader discretionary guidelines when it comes to use of lethal force, but since ensuring the safety of the general public is ostensibly their primary objective, their RoE protocols are more restrictive than those of comparable military units. The typical tactical response team is comprised of a leader, a point man (a.k.a. door kicker), and four to six direct combat personnel. Magic and Matrix support is seldom integral and is provided as needed by the law enforcement agency—usually remotely.

Private security companies are similar to law enforcement agencies in that their primary purpose is protection, but they are accountable to a corporation and employer rather than the public welfare. Protocols for use of lethal force depend more on the scruples of the client than prevailing laws. As a general rule, a security company will do whatever it can get away with to serve the client, but do your legwork and you should get an idea what to expect—you don't want to walk unprepared into a firefight, but you don't want to inadvertently escalate an SOP attempt to contain and control into a bloody confrontation either. Security companies also employ tactical response units, but the composition of security teams varies with the resources and philosophy of the agency.

Normally (key word, there) law enforcement and security companies' rules of engagement default to the least amount of force necessary.

SHADOVVRUNNERS

Shadowrunners by definition have no love and less respect for hierarchies, legal expectations, and rules they didn't make. Since runners come from a variety of backgrounds (including military, law enforcement, and security), they bring a wide spectrum of skills and viewpoints to the table. Not sharing a standard set of rules and procedures can cause friction—which is why runners tend to bounce from team to team until they find a fit that works. Because when the team clicks, the members' diverse ways of looking at problems and situations enables them to adapt, consider options others might miss, and devise the unexpected solutions that let them go up against superior forces and win, choose from the play books of others, or just make up things no one's ever thought up before. The runners' lack of formal protocols or uniform RoE can be frustrating as all hell to their adversaries. But this is exactly why runners get hired in the first place.

There's only three things runners have to answer to: 1) members of their team; 2) Mr. /Ms. Johnson, because they're the ones who are paying you; and 3) their rep in the runner community.

CRIMINALS AND GANGS

The small-unit tactics of gangs are even more difficult to delineate than those of shadowrunner teams. More than any other group, gangs are true wild cards in combat. Their fighting styles can range from by-the-book conventional tactics to unbridled mayhem—sometimes in the course of a single engagement..

The key to predicting how a particular criminal group or street gang may act in combat is to study the group's psychology and culture. Personal quirks and social norms—whether a code of honor, machismo, or utter

FIGHTING THE CHAOS: WHEN THERE ARE NO TACTICS

Knowing how to move a squad through a war zone or adapt to your opponent's tactics are useful skills, but sooner or later you're going to come up against an enemy who's embraced the principle of pure chaos in combat. Those who fight this way are either tactical geniuses or certifiable madmen—either way you will have no idea what to expect; chaos is, by nature, awfully to predict. So what do you do when faced with such adversaries? There's no single answer; you're going to have to get creative. Fortunately, there are some solid principles on which to base your creativity.

1. **Have a plan B … and C, D, E, all the way through Z.** Chaos is to be expected in any combat, and while having a plan is important, it's just as important to know when the plan is a bust and it's time to move on to the next one.
2. **Maintain adaptability and flexibility.** Just as it's important to have multiple plans, it's important to be able to adapt your actions as needed to face new threats or obstacles. Assess the situation and look for the enemy's weaknesses or a way out.
3. **Know when it's time to call it.** In every combat situation there's always a chance your survival will depend on giving up your objective. Which is why knowing when to back off and bug out is vital. Sure, living to fight another day may tick off your Ms. Johnson—it might even hurt your street rep in the short run. But few tacticians will argue that being alive gives you a lot more options for making things right than being dead does.
4. **Don't try and fight chaos with chaos.** Contrary to what popular media says, going all out often does nothing besides get you killed. Fighters who win and teams that last use solid plans and stay focused and controlled on the battlefield. Bonsai charges or berserker rages are useless unless they are part of a well-thought-out strategy. Someone "going Rambo" against a superior force accomplishes nothing unless she's acting as a diversion—drawing enemy fire so the rest of her team can withdraw in good order. Or achieve the objective by a different route.
5. **Stay together!** This doesn't necessarily mean proximity; it means that a team has to continue working together until the bitter end. Modern tech and other means may allow a team to disperse, but they still must continue to coordinate their efforts. Teams, not lone wolves, are what survives in the long run.

contempt for anyone not of their gang—dictate how they approach confrontation and combat.

Preferred fighting methods can also dictate what tactics are used. Go-gangers, such as the Ancients, base their tactics on the use of vehicles. Thrill gangers may prefer a signature style of attack—the use of fire by the Halloweeners in Seattle, for example. As with any adversary, taking the time to learn how a group thinks can make all the difference in the world when the time comes to fight them.

APPLYING THE LESSONS

Combat, specifically small-unit tactics, is not just some abstract concept in *Shadowrun, Fifth Edition*. There are some specific, basic maneuvers any shadowrunner team can perform to receive in-game benefits during general combat situations. These come in the form of combat maneuvers. While not every combat situation can be accounted for, the maneuvers listed in this section can be used in a variety of combat situations and will enable players to expand their combat options and foster teamwork.

COMBAT TEAMWORK

To receive the bonuses for a specific combat maneuver, a team cannot simply say "we are doing this" and then apply the benefits. The specific combat maneuvers listed here require a team to make a Combat Maneuver Test to determine whether or not they earn the bonuses, and the gamemaster should add or subtract modifiers based on how well the team set themselves up to carry out the maneuver. All maneuvers are considered optional and are used at the gamemaster's discretion.

COMBAT MANEUVER TESTS

Combat Maneuver Tests are based on the standard teamwork skill listed on p. 49, *SR5*. Before any combat maneuvers are attempted, the team will have to designate a leader to order and/or coordinate the maneuver. The leader in this case will be the primary roller for the test with the rest of the team contributing.

To perform a Combat Maneuver Test, the designated leader needs to have the Small Unit Tactics Knowledge skill. They roll a Small Unit Tactics + Intuition Test. Any team members who also have the Small Unit Tactics skill can join on a teamwork test (or they can default on the test, making an Intuition - 1 Test), making a roll and applying their hits per the teamwork tests rule. The team leader may use their Leadership skill to direct one team member per maneuver as described on p. 142, *SR5*). Ordering a Combat Maneuver can be done by verbal command, which is a Free Action. The Combat Maneu-

ver Test is also a Free Action, and the success counts for an entire Combat Turn. A new Combat Maneuver Test is needed in subsequent turns if teams wish to continue the bonus. If the team is not familiar with the maneuver they are going to attempt and require extra explanation to familiarize themselves with what they are doing, the leader must spend a Complex Action passing on the necessary instructions before the Combat Maneuver Test can occur. As always, normal limits apply.

Each maneuver has a specific number of successes required for completion. All bonuses are granted immediately. All team members performing a combat maneuver must wait to act at the same time during an Initiative Pass. If the Combat Maneuver Test fails, then each member of the team involved in the maneuver is considered to be out of position, and they receive a negative penalty equal to the bonus normally granted on Defense Tests for that Initiative Pass.

If a team member rolls a glitch but the maneuver still succeeds, only that team member is considered out of position and suffers the penalty. A critical glitch by any team member automatically causes the maneuver to fail, and in this case it is bungled so badly that the penalties last until the end of the current Combat Turn, not just until the end of the Initiative Pass.

Maneuvers can be countered in two ways. The first is to simply maneuver before the opposition during the combat pass and take out key elements of the maneuver before it can be completed. The second is to counter-maneuver by making an opposed Small Unit Tactics roll to identify the maneuver and then act to disrupt it. The winner in the opposed test is considered to have completed the maneuver first and has sufficiently disrupted the opposing team/unit. This can only be done if both of the opposing teams go on the same initiative score.

COMBAT MANEUVERS

BOUNDING OVERWATCH

Successes required: 4

Description: This is the classic leapfrog maneuver used when a unit must move while under fire. This can be used as both an offensive or defensive maneuver. It involves one combatant providing cover or suppressive fire to pin down enemy combatants from a protected position (see p. 179, *SR5*) as other members of her team move to another position. This process is repeated, with team members alternating roles, until either the objective is achieved or the team is clear of the engagement area. Note that locating sufficient cover is recommended while attempting this maneuver, but is not necessary.

Benefits: If suppression fire is successful, the moving elements of the team/unit receive a +3 bonus to defensive actions while any enemy combatants receive a -3 penalty for any offensive actions.

COMBAT MANEUVER STEPS

1. Designate "Leader" for test
2. Leader rolls Small Unit Tactics + Intuition
3. Team members roll; normal Teamwork rules apply
4. Tally hits and compare with number required to complete maneuver
5. Apply bonuses if maneuver successfully completed or apply necessary penalties

SMALL UNIT TACTICS KNOWLEDGE SKILL

Small Unit Tactics skill governs the understanding and utilization of maneuvers and methods specific to small-group actions during combat. It specifically covers fire and maneuver in combat by using maneuvers and formations and can be used to determine beneficial of negative consequences of specific maneuvers/tactics such as cover and concealment. This skill can also be used to recognize any tactics/maneuvers used by an opposing force.

- **Default:** Yes (Intuition)
- **Skill Group:** None
- **Specializations (By terrain/environment):** Arctic, Desert, Forrest, Jungle, Mountains, and Urban

COUNTER PEAL

Successes Required: 5

Description: A fighting retreat designed to allow a smaller unit to withdraw from an engagement with a larger enemy force. The team forms a sloped or diagonal battle line so that each member has a clear field of fire and one end of the line is closer to the enemy than the other. The team member closest to the enemy withdraws under cover of suppressive fire from the rest of the team and takes up a fire position a not far behind the last team member. The process repeats—the team member closest to the enemy moving to be farthest away along the direction of retreat under cover of her teammates' suppressive fire—until the team is out of the engagement zone. (Note, the realities of combat may prevent the initial formation of a straight line, but the principle remains the same.) To accomplish this maneuver, each team member must be able to take some kind of ranged offensive action during execution.

Benefits: +2 for all Defense Tests

CROSSFIRE

Successes required: 6

Description: This maneuver consists of placing two elements of the team into separate positions from which both can envelope a single target from two different directions. The team leader must first identify suitable locations for his people to take up firing positions (solo Small Group Tactics + Intuition Test, Simple Action). The second step is maneuvering the team members into those positions (normal Combat Maneuver Test). This can be done either before combat as part of an ambush, or during combat as a tactical maneuver.

Benefits: Attackers on the team receive a +3 attack bonus.

DIAMOND FORMATION

Successes required: 4

Description: The Diamond Formation is employed by teams of four and used defensively when moving through an open area of unknown potential danger. It is also used when the team is searching for a target/objective. The Diamond makes 360 degrees of overlapping fields of view and fire possible—enabling quick assessment of and response to incoming threats. The classic Diamond formation has the leader at the forward-most point of the diamond, a tail at the point directly behind her, and two other team members at the diamond's left and right points halfway between them. Larger groups can use modifications of the Diamond, such as placing additional team members along the sides or at the points of the Diamond. It's also common to use the Diamond formation as a defensive perimeter around whatever's being protected—client, wounded, objective—at the center. A team in Diamond formation doesn't have to waste time turning; the lead simply transfers to the point nearest the new direction of travel. Obviously the Diamond formation is not well adapted to narrow settings such as hallways and impossible to use when terrain forces the team to move single-file.

Benefits: +1 bonus against any surprise/ambush checks, +2 on Initiative roll

DOG PILE

Successes required: varies

Description: A favorite of gangs who want to put the beat-down on larger metatypes or formidable individuals, the Dog Pile looks like a mad rush but is in fact a tightly coordinated physical attack. The group swarms their intended victim, focused on disabling his or her extremities (thus, most common defensive moves simply make their targets easier to hit). Once the target is immobilized or brought down, the attackers strike vital areas until the target is neutralized. This maneuver is slightly different than others in its execution.

Benefits: For every 3 successes (rounded down) the leader makes in their Small Unit Tactics roll, team members receive number +1 to their attack bonus.

DYNAMIC ENTRY, STANDARD

Successes required: 4

Description: First developed by law-enforcement tactical response teams for use against barricaded subjects and/or in hostage situations, the standard Dynamic Entry tactic is to suddenly fill a confined area with overwhelming force and neutralize the threat. In a rare case of military adapting law enforcement tactics, the Dynamic Entry has become commonplace in small-scale, urban military actions. With Dynamic entry the team first "stacks up" outside the entrance(s) to the confined and/or barricaded position, out of sight of their target. On signal they enter fast—it takes planning, choreography, and above all practice, practice, practice to be able to get a team through a narrow opening and overwhelm opponents in a confined area without everyone tripping all over each other. Standard practice is for the team to go through in pairs, breaking left and right as they cross the threshold, until everyone is through. If a door must be breached, the "door kicker" blasts it with shaped charges or specialized ammo and the first pair go through before the smoke clears. (It's not uncommon to send in drones or spirits as the first pair of team members.) As each pair enters, the team spreads along the perimeter of the room so each has a clear field of fire. The team leader is responsible for assigning positions in the line and selecting which direction they go in. The last team member who opened the door secures the entrance.

Benefits: If the attacking team breaches before they are seen by defenders, they receive a +3 attack modifier. If their approach and breach is known, the bonus is only +1.

DYNAMIC ENTRY, "CHUCK AND CHARGE"

Successes required: 4

Description: This is the Dynamic Entry with explosives. Before the first pair crosses the threshold, the door kicker deploys an explosive device—i.e., pitches a grenade—into the room (normal Throwing Weapons Test applies). The team then waits for the device to detonate before breaching. Depending on the explosive device used, this can have dire consequences if not performed properly.

Benefits: Same as the standard dynamic entry, but with any added benefits of the explosive device.

FIRE SHIELD

Successes required: see description

Description: A variation of the old "Shoot and Scoot" artillery tactic, Fire Shield involves using long-range artillery fire (grenades, rockets, mortars, offensive

magic, etc.) and "walking" it toward a target or objective. As an offensive maneuver, members of the team/unit follow the fire shield in, mopping up any remaining enemies. It can be used as a defensive maneuver when an enemy force is close to a friendly position. Artillery fire is deployed behind enemy positions and then walked forward until the enemy force is neutralized or when it comes too close to a friendly position. This is a risky maneuver because to complete it, the team members deploying the artillery fire must succeed on an attack roll, with teamwork help from those walking it forward. A glitch will always require a grenade scatter test to see how close the weapon comes to team members, while a critical glitch drops artillery fire right on the heads of friendly forces.

Benefits: +4 for all friendly forces maneuvering under the shield, -2 for all enemy actions because of combined artillery and regular fire.

MARCHING FIRE

Successes required: 6

Description: This tactic is straightforward: The team maneuvers as a unit towards a objective, laying down suppressive fire as they advance. When the team is close enough to the objective, the steady advance becomes a charge. In most military situations, this is accompanied by either artillery or heavy weapons support and is used as a final push against an objective. The serious drawback to this tactic from a small unit standpoint is it was designed for use by military forces with lots of expendable personnel available. The Marching Fire maneuver requires you leave any cover behind, counting on the volume of your suppressive fire to keep the enemy from shooting you. Obviously fully automatic weapons are best for this maneuver. At one time firing while advancing greatly reduced accuracy, but with modern technology this is no longer a significant factor. The team leader doesn't coordinate in this maneuver much beyond designating the target and giving the order.

Benefits: +4 for all attack rolls with semi-auto, burst-fire, or fully automatic firearms.

SLICING THE PIE

Successes required: varies

Description: Technically not a combat maneuver because it's normally used before combat begins, Slicing the Pie (also known as Cutting the Cake) is a maneuver that's been used by Law Enforcement/Security officers for decades and has become popular with military units engaged in urban warfare. Used during building searches, this maneuver is designed to look around corners into open hallways, through open doors into rooms, or around tall obstacles. Using a corner/wall/edge as cover, the searcher moves in a lateral or semi-circular pattern (with weapon up and ready) behind cover. This is done until they can visually identify the target/subject of their search. If done correctly, the searcher will only minimally expose themselves and then can take whatever action they deem necessary. The searcher may carry over the gained bonuses from this from Combat Turn to Combat Turn as long as they don't move and other combatants stay in the same general area where they were first seen.

Benefits: Defensive bonus to the searcher only based on number of successes when performing the maneuver. Maneuver fails if no successes are rolled, giving the searcher no bonuses or penalties. A glitch gives the searcher a -2 defensive penalty, while a critical glitch means they are seen by the enemy, who moves on them to force them from their position.

TRAVELING OVERWATCH

Successes Required: 2

Description: Similar to Bounding Overwatch, Traveling Overwatch is a preventative maneuver. It's meant to be used when speed is essential and best intel indicates contact with an enemy is unlikely. When the team is in motion, one—or preferably two—members take a trailing position and periodically stop to carefully survey their surroundings. If the main body of the unit is attacked, the overwatch pair can respond with either long range-support or engage in a flanking maneuver. In using this tactic, a drone or spirit will either complement or replace a team member in the rear overwatch position. The drawback to this tactic is that the rear overwatch has a chance of being separated from the main group or being eliminated without the main group realizing. This is why drone and spirit use has become popular in this position. For this maneuver, the team leader is always the team member in the overwatch position.

Benefits: + 1 on all Perception Tests and + 2 to the overwatcher's Initiative roll if combat is initiated.

GOING DARK

Not everyone in the shadows is keen on the wireless Matrix, especially after the new Matrix protocols were enacted. For some the potential drawbacks to being wireless—such as having your augmentations unexpectedly shut down—far outweigh any benefits. These niche operators prefer to use throwback technology and routinely disable wireless devices when they can. Even though the team's riggers and deckers rely on current technology, a team may opt to "go dark" temporarily to avoid detection. This can be a viable tactic for secretly getting an asset in position to do real damage. When facing an opponent with superior Matrix assets, isolating all combatants can level the playing field. Operating in the dark is difficult but not impossible in 2075, and those who do develop skills that make up for their lack of reliance on tech.

THE TOOLS OF THE TRADE

Tactics and teamwork are important for a shadowrunning team, but having the right tools is also rather important. As the saying goes: you've got nothing to fear if you got the gear. Below are few low-tech items that have been serving 'runners well for years and a few of the latest gadgets for the tech-freaks.

PAINT GRENADE

A low-tech way of defeating pesky invisibility spells, marking something in a hurry, or just slotting someone off. Available in a variety of colors, the paint grenade has the same blast radius as the standard high-explosive grenade but none of the nasty death-aftereffects. Subjects within the blast radius are covered with a splatter of paint. Radioactive tracking dye can also be added for an additional 50 nuyen.

DAM	AP	BLAST	AVAIL	COST
—	—	–2/m	8R	100¥

TELESCOPING MIRROR ON A STICK

Approximately the size of a human hand, the MOAS is perfect for covert around-the-corner surveillance when wireless or technological devices aren't feasible. It comes with a fifteen-centimeter telescoping probe with magnetic clamp for extra length.

AVAIL	COST
10	35¥

GRENADE-CAM

A dodecahedron-shaped multi-purpose sensor platform twice the size of a baseball, the G-Cam is usually thrown into an unknown area. Its reinforced casing is strong enough to survive a twenty-meter fall, and its shape ensures that it will eventually stop rolling. Multiple sensor apertures enable the G-Cam to obtain three-dimensional images of an area. Image link comes standard, and extra sensor options can be added.

CAPACITY	AVAIL	COST
1-5	16R	Capacity x 1,500¥

PERISCOPE CAM

An inexpensive, hand-held sensor package used to look around corners or over top of obstacles. Image link is standard and it comes with limited upgrading capabilities. It can be accessed wirelessly or viewed directly through a small viewfinder at the base.

CAPACITY	AVAIL	COST
1-3	10R	Capacity x 600¥

BATTERING RAMS

Sometimes, when a maglock pass key or a lock pick just can't get the job done, a more robust method becomes necessary. Popular with entry teams, battering rams range from hunks of metal to high-tech wireless devices. Battering rams are not recommended for use as a melee weapon but can be used as such (use Exotic Melee Weapon (Battering Rams) skill, assuming you had the foresight to select it). For normal use, battering rams require a Strength + Agility Test to determine hits, which is added to the damage and then resisted by the object's Body + Armor.

Standard Ram: A metal tube weighing approximately 20 kilograms with a blunted end and handles along the sides, this is a no-frills entry tool that relies on the user's Strength for breaching. The standard ram is normally used by one individual, but heavier versions are available and can be used by two average humans.

ACC	REACH	DAM	AP	AVAIL	COST
4	—	(STR+2)P	–1	10R	2,000¥

Fluid-Motion Ram: The same as the standard battering ram, but it includes an internal ten-liter liquid reservoir. When used, the ram is swung backwards and then forward to strike the target. On impact the internal fluid in the ram creates extra momentum that increases the impact damage. Very useful against more durable doors, but using it requires two average-size humans or one average-size troll.

ACC	REACH	DAM	AP	AVAIL	COST
5	1	(STR*+3)P	–1	10R	3,500¥

**Strength Rating to be used is (combined Strength of all users) / (number of users)*

Pneumatic Ram: Also known as the P-Ram, a pneumatic ram's breaching power comes from a large, battery-powered pneumatic piston. A P-Ram is too large and heave to be swung. The quad-legged device is securely positioned at the door or barrier before operation and triggered by a touch pad or wirelessly. Its power comes at the expense of mobility; it requires a four-person team of average humans to deploy.

ACC	REACH	DAM	AP	AVAIL	COST
6	—	16P	–4	18R	10,000¥

Shock Ram: Users call it the Shock Knocker. It's a shock ram is designed to disable electronic locks or defenses when it breaches a door or barrier. Four large conductive spikes protrude from the ram's head that penetrates the barrier to deliver the charge. A metahuman in contact with the barrier or the spikes must resist shock damage per normal rules. Shock rams can be wirelessly discharged. Though an effective breaching tool, a shock ram requires frequent maintenance and constant monitoring, as repeated use can damage the mechanism and insulating protective casing. A glitch on a use test results in the batteries failing; a critical glitch results in a shock to the operator.

ACC	REACH	DAM	AP	AVAIL	COST
4	1	(STR+2)P + 12(e)	–3	10R	15,000¥

BLAST SHIELD

The blast shield is a two meter by one meter variable-geometry shaped charge consisting of thermite strips and several high-explosive devices. Handle straps in the center allow it to be carried and used like a shield until it's deployed. Adhesives or magnets can secure the blast shield to any surface. The charge can be detonated with a timer or remotely. To use as a melee weapon, wielders must have Exotic Weapon (Blast Shield) skill; the accuracy rating of the item is 4.

DAM	AP	BLAST	AP	AVAIL	COST
20P	—	Target	–4	8R	20,000¥

ARES PED (PERSONAL EXTRICATION DEVICE) MARK III

Originally called the "body bag," the PED is a means to transport unconscious or immobile individuals that's marketed to the general public as a lifesaving device. Essentially a flexible bag of woven Kevlar, the PED offers protection roughly equivalent to medium armors, and it is available in sizes to fit all metatypes. The PED can form an airtight seal and sufficient insulation to protect in hot, cold, or toxic environments; a tank with sufficient oxygen to survive an hour is optional. Emergency GPS beacons are standard.

ARMOR RATING	AVAIL	COST
12	10R	2,500¥

ULTRA-GLIDE INDUSTRIAL LUBRICANT

ImpZetaChem initially intended to develop an innovative industrial-grade degreaser. On paper and in computer modeling, that's exactly what they did. But when they tested their creation, they discovered the viscous liquid not only didn't remove grease, it was itself almost impossible to remove without specialized solvents. More importantly, any surface coated with their experimental cleaner became for all practical intents and purposes friction-free. ImpZetaChem wasted no time in rebranding their failed cleaner as an industrial lubricant. Though chemically improbable, Ultra-Glide works—the coating produces a zero-friction surface that all but eliminates wear and heat in machinery. Sold to consumers in jugs and spray cans, Ultra-Glide is popular with security providers who use it to coat approaches to potential breach points. It can also be used in squirt weapons or in standard paint grenades (applicable skill tests apply). To move across a surface (per meter) coated with Ultra-Glide requires an Gymnastics + Agility (3) [Physical] Test, or an Agility (4) Test to hold on to an Ultra-Glide coated item.

AVAIL	COST
12	30¥ (per liter)

HOLD-FAST ADHESIVE SPRAY

Hold-Fast was developed at MIT&T as an effort to meet—and cash in on—Dunkelzhan's call for a non-lethal alternative to conventional firearms. Its intended purpose is to quickly immobilize subjects without harming them. Though initially rejected by the Draco Foundation for "not meeting the necessary criteria," Hold-Fast was adopted by Lone Star after their own independent trials, conducted on the streets of several CAS cities, proved it to be effective in apprehension and crowd control. Hold-Fast is a liquid that is delivered through a sprayer not unlike a fire extinguisher. Once exposed to oxygen, the liquid hardens to form a clear plastic-like shell in about thirty seconds. Standard Hold-Fast become brittle after two hours, while the long-lasting formula is stable until removed with a solvent. Use Taser ranges for Hold-Fast sprayer. Breaking free of Hold-Fast requires a Strength (4) Test.

ACC	DAM	AP	AMMO	AVAIL	COST
–2	Special	—	10	12	50¥

PERSONAL INTEGRATED TACTICAL NETWORK

The PI-Tac (a.k.a. P-Tac, or—to old timers—Tac-Net) is the latest generation of personal tactical network. Used by both security and military forces, PI-Tac units are now available to civilians—once said civilian has passed a background check and been issued a permit. The Tac-Net concept is not new; team networking devices of one sort

or another have been around for decades. However all previous 'nets were add-ons that linked sensors and other components that weren't necessarily compatible, resulting in a complex mash of patches subject to malfunctions. PI-Tacs are self-contained, plug-in units designed from the group up to integrate with a commlink, cyberdeck, or rigger command console to form a shared PAN/WAN.

PI-Tac enhances team coordination and effectiveness with streamlined simplicity and comes in three levels of sophistication. Strictly speaking, only the most basic level is legally available for civilian use. The benefits of using PI-Tac are substantial, but gamemasters should remember that PI-Tac is wireless by nature, which makes it a target for hackers. All PI-Tac models include:

- Real-time GPS location software
- Universal image and audio link that can access any image sources from within the network, including all external sensors and personal augmentations
- Team Biomonitor
- Weapon status indicator (ammo count, operational condition, possible incursion)
- "Enhanced Situational Awareness" (bonus to all Perception Tests, based on level)

Note that the maximum number of team members (including drones) on a particular 'net at one time equals DR x 1.5.

LEVEL I

The basic, civilian Level PI-Tac is popular with the extreme-sport set including combat re-enactors or amateur urban/combat brawl leagues and even big/game hunters. While the Level I comes with only the basic functions, it provides users with a +1 to all Perception Tests, including audio and visual.

MODEL	DR	AVAIL	COST
Renraku Taka	4	18F	517,500¥

LEVEL II

The Level II is intended for use by security, law enforcement, and/or standard military forces. Unit cost makes use of the Level II for routine security and law enforcement impractical. Thus the Level IIs are usually assigned only to special tactical response units. In addition to the functions of Level I, the Level II includes:

- Host unit enhancement. One half the device rating can be used to enhance either the firewall or processing ratings of the host device.
- Trauma module. Worn on the chest under any armor, this flat plastic plate can be loaded with one dose any drug of the users' choice and programed to automatically deliver the drug under user-set conditions.
- Enhanced situational awareness. Provides a +2 to all Perception Tests, including audio and visual, along with a +1 bonus to all Sneaking tests.
- Enhanced Team Leader Coordination. This allows a designated team leader to coordinate combat maneuvers as a simple rather than complex action and to transfer five initiative points to one select team member on the network.
- Combat Mode. + 1 to one of the following combat skills of the player's choice: Armed Combat, Automatics, Longarms, Pistols, Unarmed Combat. Player can switch to a different skill during combat as a simple action.

MODEL	DR	AVAIL	COST
Novatech Tactician	5	18F	824,000¥

LEVEL III

Designed for use by the most elite military and corporate units, the unauthorized use of the Level III unit or unlicensed possession of such a unit is considered a felony by the Corporate Court and most national governments. In addition to all the features of Level I and Level II, Level III provides:

- Upgraded host unit enhancement. The full device rating can be used to enhance both the firewall and processing power of the host device.
- Enhanced Team Leader Coordination (upgraded). This allows a designated team leader to coordinate combat maneuvers as a Simple rather than Complex Action and to transfer ten points from their initiative score to one team member on the network or five points to two team members.
- Enhanced situational awareness. Provides a +3 to all Perception Tests, including audio and visual and +2 to Sneaking and Tracking Tests.
- Combat Mode. + 2 to one of the following combat skills of the player's choice: Armed Combat, Automatics, Longarms, Pistols, Unarmed Combat. Player can switch to a different skill during combat as a simple action.
- Remote and limited access to vehicles and drones linked into the network. This allows the team leader, or any other designated team member (consider them to have three marks on any vehicle while subscribed to the network) can remotely access and have limited control over a vehicle or drone by accessing their dog-brains. As long as the units are operational, simple commands such as "go to this location" or "attack this target" can be issued in the event a rigger is rendered unconscious or dead.

MODEL	DR	AVAIL	COST
ComPac-Esprit General	6	24F	1,234,000¥

KILLSHOTS AND MORE

It was neither the first, nor likely the last, time a bullet had found its way into Vespa's torso. But it was most certainly going to be the most unique of tales to tell down at The Other Place. That was, as long as the chop doc he'd had to resort to didn't just slip a little something into the IV line and sell him off for parts.

The story might even come off as unbelievable. He certainly wouldn't believe a tale like his, even if it came from one of his closest chummers. Hell, who would? He'd definitely have to tell it sober, so no one could say it was the synthbooze talking. And he'd need to tell it early in the night, but not too early. He didn't want to seem like he was just rattling off stories, but he also didn't want to look like the guy out to one-up the last runner's amazing tale of the shadows. But how do you start off a story like that?

Maybe he'd ask Chino to help him out, maybe get his pal to ask him about his last run. Problem was, Chino was smart and he'd know a lead-in when he saw one. And though he thought of the SoCal native runner as a pal, loyalties didn't always run both ways on the streets. It was a rough spot to be in.

As the doc wiped another rivulet of blood from his side and prepped to dive back in with the creepy long-nosed-plier-looking things, he tried to recount the tale in his own head first. It was basically two unbelievable stories in one. Street legends come to life right before his eyes.

There he was, looking down the sights of his trusty Manhunter, getting ready to drop the trash-talking ork whose capture would net him a healthy certified stick from Renraku, when the ork dared—*dared*!— him to take the shot. Smartlink was running clean and had a perfect bead on the guy's forehead, and he was loaded with subsonic rounds, though he had yet to screw on the silencer. The itch to pop the mouthy ork in the forehead was nigh irresistible. In fact, he only managed to resist it for about ten seconds, until the ork said something about his mother and a troll and how dandy-eaters may be vegetarians but they love the trollmeat. It would only drop the stick value by ten percent, so he figured "what the heck." Mom's honor is worth it.

When he squeezed the trigger, he felt this amazing rush of satisfaction. The rush was quickly crushed in a wave of utter astonishment as the ork did the impossible. Twice.

First, the big meaty beast of a metahuman, with his upturned piggy nose and protruding brow, moved like a flashing serpent and ... wait for it ... snagged the fucking bullet out of the air. Caught it between his index finger and thumb like he was snatching a lightning bug from the air.

Then he smiled, an eerie smile, full of perfect ork teeth, and flicked the bullet right back. Just a quick one-finger flick from his middle finger and thumb, but enough to make the bullet scream. It shot back with the force of a full 15 gram load, and Vespa spun quickly to try to avoid it. His move was exactly wrong—instead of dodging the bullet, he let it hit the thin armoring on the side of his jacket. The bullet punched past the thinner armor like teeth slipping through a warm donut.

Maybe it was a coincidence. Maybe the bullet had hit right when some unseen chummer of the ork's fired a round of his own, and that was what had done the damage to Vespa. But he thought it over, and thought it over again, and decided he'd be fragged if he was changing his story. He had witnessed a street legend in action, and learned an important lesson as well: If the bounty is so high you can drop ten percent and not really care, it was that high for a damn good reason.

REALISM VS. COMBAT ABSTRACTION: STRIKING A BALANCE

Not all gamers like the same kind of game. Imaginations run at different levels, and while some people are firmly grounded in the real world and like their games to mirror reality as closely as they can, others want quick and simple rules to provide groundwork for their storytelling descriptions. Still others want to find a way to balance it all as best one can and still have a game that is fun to play for everyone.

Shadowrun, Fifth Edition tried to follow that middle path, striving to balance the rules for supermetahuman-combat-monsters and socially oriented characters alike. Combat is one of the hardest places to strike that balance.

We all know how long combat can take when we're sitting around the table trying to stay focused on the action, especially in this fast-paced world with computers on our hips that make the devices of *Shadowrun*'s birth era look like the stone tools of the Neanderthals. Everyone has heard the classic *Shadowrun* complaint about going out for pizza while the decker does his thing, but what about the other side of the coin. What about going out for pizza while the street sam does his thing? It's all about balance.

Ask anyone who has ever been in a real firefight—whether military, law enforcement, or otherwise—what it was like, and you are likely to get a description that comes nowhere close to your gamemaster's last description of the firefight in your game. Lining up the sights is a luxury of the sniper; taking down an opponent with a single shot happens, but not usually in the midst of bullets flying everywhere; the awful click of an empty chamber is far more common on the mean streets of the real world; and sticking your head out to enter the fight and even the odds for your side takes either courage, stupidity, calculation, desperation, or some combination of those. Playing a roleplaying game with rules to cover all the realistic difficulties of combat would probably require a series of mental tests to simulate your character getting up the gumption to act, then another few to decide on whether it's the best idea, a few more to judge the morality and overcome the fear of potential repercussions, then some rolling to hit the target (a lot if we were rolling for each bullet), some damage-checking rolls, and then after it's all over some rolls to see what kind of damage has been done to your psyche for injuring, maiming, or even killing another sentient being. While a degree of realism in role-playing is good, taking it to that level takes away a fair amount of the fun.

Instead, many aspects of combat are abstracted, and some of the psychological aspects show up in how a player role-plays their character rather than in a series of dice rolls. There are also certain aspects of realism built into the rules, things that are sometimes overlooked. Get injured and knocked down, and you need a roll to get back up and get back in the fight. Bring someone into a fight who isn't accustomed to being in the middle of flying bullets, like a mild-mannered newbie face, and you can use a Composure Test to see if he freaks out when blood from one of his teammates splatters all over him. The basics are simple and easy enough to use that sometimes we just stop there, but digging a little deeper pulls out those gems that really get the players thinking about grabbing some cover instead of standing out in the open. Once you have some of those gems from the core rulebook integrated in to make things more enjoyable, you have this book to provide more ways to bring in challenges and realistic touches while keeping the game fast-moving and fun.

PUTTING THE HURT ON

There are many ways to lay the smackdown on people who have it coming, and so this section will give players more options to spread around a whole bunch of mayhem and pain. And though this is only a game, we'd like to present you with as many of those ways as possible. We can't cover every possibility, though, so this chapter also has some information on the core design principles used in *Shadowrun, Fifth Edition* so players can work on their own designs and combat alternatives.

There's stuff here for gamemasters, too, including options gamemasters can use to make their action more (or less) deadly, cinematic, or descriptive while still staying within the general framework of *Shadowrun*. This means you can change up your games as you see fit, but in ways that will seem familiar to other players and that won't throw the game too far out of whack.

Enough preamble. Let's get to what you can do!

OPTIONS FOR DEADLIER OR LESS LETHAL COMBAT

These rules options are just that, options. They are intended to add varying levels of flavor for gamemasters looking to spice things up. Some will make combat more deadly, others less so; some will add a level of desired complexity or realism; and some will simply add options to play with to give the characters a few new challenges to overcome. We don't expect every table to use every rule—pick what works for you and your table.

These options are labeled and coded so a gamemaster can simply say, "Rules RG1 and RG4 are in effect," and players will know that there are no attack limitations in each Action Phase and Initiative will run differently. All options are off unless the gamemaster says otherwise.

RG1: NO ACTION PHASE ATTACK LIMIT

The idea of keeping the attacks to one Simple Action per Action Phase was based on keeping the action

spread out across all the players and keeping combat moving. If a gamemaster wants to increase the number of shots a character can take on their turn, and thus the number of rolls and amount of table time they get to use, this rule option can be used to ignore the "One Attack action per Action Phase" attached to most ranged attack tests. This optional rule eliminates the limitations on the Simple Actions that can be taken. It's highly recommended that if this option is taken, Cumulative Recoil should be given extra attention, as the modifiers will add up fast and act as a balance to nonstop shooting. This rule has no effect on melee combat, as melee attacks require Complex Actions

RG2: TARGET SIZE MODIFIERS

Tales throughout history have made mention of individuals who could shoot the wings of a fly at fifty paces or couldn't hit the broad side of a barn. In order to adjust for the possibility of hitting targets of a wide variety of sizes, dice pools have to be adjusted. Other aspects and options within this book are designed to make shots at targets of varying sizes, and this option blends into those. It can be used in conjunction with the Called Shot rules.

These rules also make characters and NPCs easier or harder to hit based on the sum of their Strength and Body. This means the beefier characters are easier to hit because they're larger. There's a price to pay for being that much bigger than everyone else.

When using this option, remember that extra attack dice can translate to extra damage (every three extra attack dice will, on average, generate an extra point of damage) and should be used sparingly. Keep in mind the complexity of a device and how easily its functioning can be compromised by a relatively small amount of damage.

See the Target Size Modifier table for dice pool modifiers when attacking targets of various sizes.

RG3: MOVEMENT PENALTIES BY SPEED

Movement has been kept relatively simple in the basic rules. You have a total distance you can move and a point at which that movement changes from a comfortable gait (Walking) to a bumpier long stride (Running), followed up with the intentional ass-hauling (Sprinting). Penalties and modifiers were kept simple along with those, but there are large differences between trying to hit a waddle-running obese elf and that lithe augmented troll setting a new Olympic record.

This optional rule applies modifiers to actions against characters based on how fast they are moving that Action Phase and the Defense rolls of moving characters based on how maneuverable they would be at certain speeds.

RG4: ALTERNATE INITIATIVE

Fast is fast, but fast can be real fast with this optional Initiative rule. The change is simple but can change many dynamic aspects of the game, so be aware of all these effects and try to take them all into account before you make this the way to play at your table.

In this option, everyone rolls Initiative as normal using their Initiative Dice and Initiative Attribute to deter-

MOVEMENT PENALTIES BY SPEED

MOVE DISTANCE	RANGED ATTACK PENALTY	DEFENSE MODIFIER
0-6	0	0
7-12	–1	0
13-20	–2	–1
21-30	–3	–2
31-45	–4	–3
46-70	–5	–4
70+	–6	–5

TARGET SIZE MODIFIERS

SIZE	MODIFIER	EXAMPLES
Minuscule	–3	Micro drones
Tiny	–2	Mini drones, door locks, door hinges, security keypads
Small	–1	Metahuman (Body + Strength ranges from 2 to 4), small drones
Average	—	Metahuman (Body + Strength ranges from 5 to 10), medium drones
Bulky	+1	Metahuman (Body + Strength ranges from 11 to 15), vehicles, large drones
Large	+2	Metahuman (Body + Strength is 16 or higher)
Huge	+3	Jumbo jet engine

mine their Initiative Score. Players then proceed through the Initiative Score order based solely on whose Initiative Score is the highest. After each player takes their turn, reduce their score by 10 and allow the player with the next highest Initiative Score to act, even if that is the same character. As in regular Initiative, once all players' Initiative Scores have been reduced to 0 or less, everyone rolls again and a new Combat Turn starts.

A few things to consider when looking at this alternate method include:

- The effect it has on faster characters and their ability to take a lot of Actions before their slower counterparts get a chance to do anything. Though this may seem cool for the faster characters, slower characters may start to feel they are less included in the game and that combat often ends before they get a chance to do anything.
- The effect this has on Surprise. If their Initiative Score is high enough that they have two actions before the ambushers have any, Surprised characters can act before their ambushers.
- How the change affects entering Combat after the first Initiative Phase. A high Initiative Score can enter after a single Initiative Pass and then take over the fight.
- The difficulty of using Defensive options for low Initiative Score characters or the abuse possible with fast characters.

RGS: PUTTING BULLETS AROUND ARMOR

Some of the new Called Shots are nice for getting around Armor and getting some special effects, but what if the gamemaster really wants to look at completely negating Armor on rolls because that's the kind of game his players want to play? It's easy.

Armor ceases to be a dice pool on the Damage Resistance test and instead becomes an Attack Test penalty. It's a simple way for Armor, and the various aspects that go into its calculation, to still play a part in the roll. In these cases it's a matter of the shooter hitting the little unarmored bits instead of the armor stopping some quickly aimed incoming rounds.

When playing with this option you apply AP before the attack and use the modified Armor value as the At-

Being the gamemaster is tough. You have to remember the story, play every NPC, and try to keep track of rules and modifiers across multiple sections of the book. Sometimes, with all that going on, we miss some of the little nuggets that add a lot to a game on both sides of the screen. Here's a little list of sweet rules nuggets and references to add a little more zest to your combat with a quick reference and a page number to locate them in the *Shadowrun, Fifth Edition* core rulebook.

MODIFIERS, MODIFIERS, MODIFIERS! (RANGED, P. 173-178, *SR5*; MELEE, P. 186-188, *SR5*)

Use them. It may be easier to just say the dice pool and call it a day, but it really adds to the tension, fear, and feel of Shadowrun when shots miss. Not to mention adding to the story by bringing the scene to life with Environmental modifiers (p. 175, *SR5*) and modifiers for Movement (p. 162, *SR5*; or p. 108 of this book).

KNOCKDOWN (P. 195, *SR5*)

If a character takes a number of damage boxes equal to or greater than their Physical limit, they are automatically knocked prone. Gel rounds drop that limit by 2. They then have to get up or fight from the ground.

TEST TO STAND WHILE INJURED (P. 166, *SR5*)

Injured characters on the ground need to make a Body + Willpower (2) Test to use the Stand Up action to get up from prone. Don't forget your wound modifiers!

SURPRISE BASICS (P. 192, *SR5*)

All participants make a Reaction + Intuition (3) Simple Test. Succeed: Initiative as normal; Fail: Initiative score drops by 10; Critical Glitch: No actions in the first Action Phase, Initiative drops by 10, and then another 10 for entering Combat after the first Action Phase. A fast character can be surprised and still go first. That's why wires are wonderful!

There are bonuses for being aware (successful Perception Test if allowed by gamemaster) and for characters lying in ambush on the Reaction + Intuition (3) Simple Test.

ENTERING COMBAT LATE (INITIATIVE, P. 160, *SR5*)

If a character enters combat after the first Initiative Pass of a Combat Turn, she rolls Initiative as normal, then subtracts 10 from her Initiative Score for every Initiative Pass that has passed since the beginning of that Combat Turn.

UNAWARE TARGETS (AMBUSHING, P. 192, *SR5*)

This is just a nasty little reminder that characters who are unaware of an incoming attack don't get a Defense Test (Reaction + Intuition). In a Sixth World full of ruthenium polymers and Improved Invisibility spells, those attacks can be quite common. Gamemasters can require (or allow) a Perception Test to determine whether a target is aware of their attacker before an attack is made.

PROGRESSIVE RECOIL (P. 175, *SR5*)

Tracking recoil is important to balance the combat field, especially with some of the optional rules presented in this book. Every bullet fired inflicts a –1 recoil penalty that is compensated for by a weapon's Recoil Compensation rating, whether from the natural Strength of the character or from accessories or the design of the gun.

The basic rules allow every character to fire 2 bullets before taking recoil penalties (1 free + STR/2(rounded up)), but after that they really start to add up. The only way to stop this ever-escalating penalty is spend an action not firing that weapon.

MELEE TEAMWORK (P. 188, *SR5*)

An attacker can make an Opposed Melee Skill + Agility [Accuracy] vs. Intuition Test to give the next attacker a bonus equal to their net hits. This is a good option for less-skilled attackers to help out their melee-oriented teammates.

FULL DEFENSE (P. 191, *SR5*)

Characters with a high Initiative Score can take an immediate –10 to their Initiative Score to gain their Willpower to all their Defense Tests using Full Defense. This is an Interrupt Action and therefore doesn't take the character's turn; it simply gives them a defensive bonus right off the bat and for the entire Combat Turn.

SUPPRESSIVE FIRE (P. 179, *SR5*)

Characters in and immediately adjacent to the suppressed area suffer a penalty to all actions equal to the hits scored by the firer. Whether the character is the biggest, most heavily armored troll who wants to metagame their way into knowing they can't be hurt, they still quiver, shake, and try to get cover when the rat-a-tat-tat starts to rock from the local automatic.

tack Test penalty. All damage stays the same type (Physical or Stun) and a miss is a miss. No Grazing Hits here. And when using this method, any hit by an injection weapon has an effect. Even if the damage is resisted, the needle still made it in.

RG6: DAMAGE FOR NO DEFENSE

If an attack decreases a target's Defense Test pool below 0 dice, additional penalties are added to the DV of the attack at a rate of 1 DV per two lost dice. This makes Full Auto or Burst Fire attacks against unaware or restrained foes truly deadly.

MORE CALLED SHOTS

When a gamemaster adds flavor about where your bullet hits and the effect it has on your opponent, it's a nice storytelling touch, but sometimes you really want to be the one calling the shots. Whether it's a specif-

ic style of unarmed attack, a combination of special ammo and that special spot, or just a need for some specific effect, Called Shots are what you use to amp up the detail and make the attack you want.

Unlike the Called Shots in the *Shadowrun, Fifth Edition*, not all of these Called Shots have the same -4 dice pool penalty. Added variety and options means added changes to the difficulty of taking that perfect shot. Some of the Called Shots in this chapter are also different in that they double as Martial Arts techniques, which are moves a trained character can buy for Karma and then make use of at a discounted modifier.

AMMO-SPECIFIC CALLED SHOTS

Some trick shots are extra tricky when they involve specialty ammunition. Sometimes the shot just doesn't work, like trying to kick up some plaster with a gel round. But put that same gel round into the soft spot of an enemy's armor and you just might get a one-shot KO. Variations of the rules and results of different trick shots for different ammunitions can be found in the **Ammo Whammy!** section.

BLAST OUT OF HAND (P. 195, SR5)

Does no damage, but knocks weapon from hand. Note, though, that some Ammo-Specific Called Shots allow you to throw in a little damage with the blow.

BREAK WEAPON (CLOSE COMBAT ONLY)

In close combat, a character might try to damage or break an opponent's weapon with his own attack. The sword-breaker dagger is an example of a weapon designed specifically for this task. When the character makes an attack, the weapon resists as a barrier (p. 197, *SR5*). Most weapons including guns are considered heavy material on the Barrier Rating table (p. 197, *SR5*). If the attack is successful and does damage, the opponent's weapon becomes damaged and is less effective. There are two options for a Break Weapon Called Shot. If the accuracy of the weapon is higher than 3, the character can reduce the accuracy of the weapon by 1. This can be done multiple times until the weapon has been reduced to an accuracy of 3. If the weapon has Reach greater than 0, the character can damage the weapon by reducing its Reach by 1. This can be done multiple times until Reach is 0. *Note that use of this Called Shot requires Martial Art training.*

DIRTY TRICK (P. 195, SR5)

This shot does no damage, but the opponent receives a penalty on next action. Pulling a Dirty Trick shot with different types of ammo can enhance the effect.

DISARM (UNARMED COMBAT ONLY)

There's always the chance that a character might make the mistake of bringing nothing to a gunfight. Or knife fight. Either way, it's bad news, and one of the first things to do in this situation is even the odds—or even tilt them the other way by seizing the weapon.

With this Called Shot, the character makes an unarmed attack. If the attack is successful and the character's Strength plus net hits exceeds the opponent's Physical Limit, the character snatches the targeted weapon out of the opponent's hands and can use it themselves, though they have to take a Ready Weapon Action to do so (it's not likely that they snatched the weapon in such a way that it's set properly in their hand).

If the attack is successful but the character's Strength plus net hits do not exceed the opponent's Physical limit, then the opponent receives a penalty equal to the net hits if they use that weapon during their next Action Phase. If the character fails in the attack, then the opponent has a +2 dice pool bonus in attacking the character with that weapon for that Action Phase. *Note that use of this action requires Martial Art training.*

ENTANGLEMENT (SPECIFIED EXOTIC WEAPONS ONLY)

The character can use a rope or whip-like weapon to entangle her opponents instead of outright killing them. In an Armed Combat Attack using an Exotic Melee Weapon Skill, the character can use net hits from the attack to reduce the opponent's Agility for that Action Phase instead of dealing damage from the weapon. If the attack generated any net hits at all, the opponent cannot move any further away from the character than the range of the weapon. If the opponent's Agility is reduced to 0, the opponent can do no other action than attempt to break free. Like a subdual or clinch, the opponent will have to break free of the entanglement in order restore his agility attribute. If they want to get away, the opponent can attempt an Escape Artist + Agility [Physical] Test as a Complex Action with a threshold of the number of successes used to reduce his Agility. If successful, the opponent is free and no longer suffers from the Agility penalty. Weapons that can be used with this called shot include: chain whip, leather whip, manrike, kusarigama, rope dart, and lariat. *Note that use of this action requires Martial Art training.*

FEINT (CLOSE COMBAT ONLY)

With a Feint, a character can draw his opponent to make a bad move in their attack. The attack does no damage, but if it is successful, it fools the opponent and forces them to prepare to defend against the false attack. This means that in the next Action Phase, when the character truly attacks, the opponent takes a penalty to

his Defense Test equal to the net hits of the Feint. An opponent cannot be penalized by more than one Feint action by the character before the character attacks; if the character attempts multiple Feints, only the net hits from the most recent Feint Action apply. *Note that use of this action requires Martial Art training.*

KNOCK DOWN
(CLOSE COMBAT ONLY) (P. 195, SR5)

Does no damage, but opponent is knocked prone.

PIN
(REQUIRES ARCHERY/THROWN WEAPON)

With an appropriate ranged weapon, the character can pin an opponent to the floor, the ground, or a wall. On a successful attack with the weapon, if the DV exceeds the Armor Rating of the target's clothing (meaning augmentations like dermal plating would not be taken into account), then the flesh and clothing of the opponent are pinned to that object. Net hits determine how securely the opponent is pinned. While the opponent is pinned, he suffers a -2 penalty to all Defense Tests.

To break free of a pin, the character can make a Body + Strength [Physical] Test as a Simple Action with a threshold of the net hits of the pin. The character can also rip himself free as a Free Action, but takes 1 box of unresisted physical damage for each net hit on the Pin Called Shot. Both the Simple and Free Action can be attempted in the same Action Phase. If the Simple Action fails, the difference between the hits rolled and the threshold are added to the Physical Damage the character takes when attempting to break free. *Note that use of this action requires Martial Art training.*

REVERSAL (UNARMED COMBAT ONLY)

When a character finds herself stuck in a headlock or some other form of clinch or grapple action and does not have the superior position melee modifier, she has two options: Escape or Reversal. With a reversal, the character makes an unarmed attack. If successful, the character and opponent are still engaged in a clinch or subduing action, but the roles become reversed, giving the character the superior position advantage. If the character reversed a grapple, she can attempt a Subduing Action on her next Action Phase. *Note that use of this action requires Martial Art training.*

SHAKE UP (P. 196, SR5)

This shot does normal damage and decreases the target's Initiative Score.

SPLITTING DAMAGE (P. 196, SR5)

This shot allows you to evenly divide the damage you're inflicting between a target's Stun and Physical Condition Monitors.

SPECIFIC TARGET

Whether it's jamming a thumb into an opponent's eye socket or putting a bullet so close to their eye the shockwave makes them blind, there are a lot of shots that generate specific effects by hitting carefully chosen points on the enemy's anatomy. This Called Shot option is different than others in that the modifier is not a standard -4 dice pool penalty. See **Location, Location, Location** below for the effects of different Specific Target Called Shots. The modifiers are listed as well.

After the Attack Test is made but before the Damage Resistance Test, the Attacker decides what they want to do with any net hits. For every net hit after the first, the attacker can choose one of the listed effects. The net hits on the test do not count toward additional DV. If, after the Damage Resistance Test, the target takes no damage, they also suffer none of the additional effects.

TRICK SHOT (P. 196, SR5)

Net hits on this Called Shot add to the shooter's dice pool on Intimidation Tests against the target.

LOCATION, LOCATION, LOCATION

Hits to specific areas are listed here along with their modifier, DV limit, and any additional effects they may cause. When aiming for a specific location, the modifier listed here replaces the standard -4 Called Shot modifier. The DV limit is the maximum amount of Damage that can be applied with a successful attack on this location. The effects of hits to different areas add any new effects but do not double up on any effects listed for both locations. The durations can be extended with multiple hits to the same location. What all this means is that if you Stunned someone with a shot to the neck, hitting them in the sternum is not going to cause another Stunned effect. It will, though, cause them to be Slowed.

ANKLE

This is a nice tender spot to drop a heel and a quick way to end a chase.

- **Modifier:** -8
- **DV Limit:** 1
- **Effects:** Slowed (target's Movement, both Walk and Run rate, is halved, and no Sprint Tests are allowed), Winded (target is unable to perform Complex Actions for a number of Combat Turns equal to the original DV of the attack)

EAR

This is not a shot through one ear and out the other (though how wicked cool would that be?). This is a shot so close to the ear that it causes a sudden air pressure change, overstimulating the ear drum and shutting it

down, or it could be a cupped hand clapped over the ear. This attack can be made twice (once per ear) to completely deafen a target. Attacks after all ears have been affected only do the 1 DV max damage and they no longer Deafen or Stun the target.

- **Modifier:** -10
- **DV Limit:** 1
- **Effects:** Deafened (One ear: -2 all actions involving hearing; Two ears: -4 on all actions, no hearing-based Perception tests allowed for a number of Combat Turns equal to the original DV of the attack), Stunned (Body + Willpower (2) Test to resist or target receives -10 penalty to Initiative Score)

EYE

This is not a bullet to the eye and straight into the brainpan. This is that shot so close to the eye that the sudden air pressure changes force the lens to bend, or it's the classic thumb to the eye. This attack can be made twice (once per eye) to completely blind a target. Attacks to the eye made after each eye is affected only do the 1 DV max damage and no longer Blind or Stun the target.

- **Modifier:** -10
- **DV Limit:** 1
- **Effects:** Blinded (One eye: -4 all actions involving sight; Two eyes: -8 on all actions, no vision-based Perception tests allowed for a number of Combat Turns equal to the original DV of the attack), Stunned (Body + Willpower (3) Test to resist or target receives -10 penalty to to Initiative Score)

FOOT

A key soft spot with all those tiny little bones, the foot is a good place to put the hurt on and is a sweet target for someone looking to bring down a more powerful foe.

- **Modifier:** -8
- **DV Limit:** 1
- **Effects:** Stunned (target must succeed in a Body + Willpower (3) Test) or experience a -5 reduction in Initiative Score), Slowed (target's Movement, both Walk and Run rate, is halved and no Sprint Tests are allowed), Winded (target is unable to perform Complex Actions for a number of Combat Turns equal to the original DV of the attack)

FOREARM

Two bones and a whole slew of muscles and tendons make the forearm a great place to hit to break an opponent's grip, weaken their defenses, or just give them a little reminder of why you are not someone with whom anyone should trifle.

- **Modifier:** -6
- **DV Limit:** 2
- **Effects:** Broken Grip (target is unable to maintain their grip on anything in their hand, suffers a -1 dice pool penalty per injured arm for all Subduing or Clinching attacks, and drops any item in their hand for a number of Combat Turns equal to the DV of the attack), Weak Side (The target suffers a -1 dice pool penalty on all melee Defense tests while they suffer from the effects of Broken Grip)

GENITALS

It's a low blow, but sometimes it's the dirtiest trick that will save your life.

- **Modifier:** -10
- **DV Limit:** 4
- **Effects:** Stunned (Body + Willpower (4) Test to resist or target receives a -10 penalty to Initiative Score), Nauseous (target makes a Body + Willpower (4) roll; each hit less than the required 4 causes the target to double over and begin vomiting for one Combat Turn. Vomiting targets suffer a -4 dice pool penalty to all actions), Buckled (target makes Body (DV) Test or else they hit the ground and stay there for (DV)-hits Combat Turns)

GUT

A solid punch to the gut can set an opponent to retching and heaving, while a bullet or knife in that spot will often give the injured a nice slow death.

- **Modifier:** -6
- **DV Limit:** 8
- **Effects:** Stunned (target must make a Body + Willpower (2) Test or receive a -5 penalty to Initiative Score), Nauseous (target makes a Body + Willpower (4) roll; each hit less than the required 4 causes the target to double over and begin vomiting for one Combat Turn. Vomiting targets suffer a -4 dice pool penalty to all actions), Slow Death (Physical Damage attacks only, must be with piercing weapon; injuries cause the target to bleed internally, suffering unresisted 2S DV every minute until a Medicine + Logic [Mental] (16, 1 minute) Extended Test, First Aid + Logic [Mental] (16, 1 minute) Extended Test is successful, or a Heal spell is cast on them and removes at least 1 box of damage)

HAND

There's just something cool about putting a bullet through someone's palm, breaking a few fingers with a good strike, or pushing that wrist-lock too far for comfort. It's disarming someone without killing them, but still making them hurt. How can you not see the appeal in that?

- **Modifier:** -8
- **DV Limit:** 1
- **Effects:** Stunned (Body + Willpower (2) Test to resist or target receives -5 penalty to Initiative

Score), Broken Grip (target is unable to maintain their grip on anything with the stricken hand for a number of Combat Turns equal to the DV of the attack and suffers a -1 dice pool penalty per injured hand for all Subduing or Clinching attacks), Weak Side (target suffers a -1 dice pool penalty on all Melee Defense Tests while they suffer from the effects of Broken Grip)

HIP

Hit the hip, pop the socket. A shot to the hip is intended to slow or disable an opponent.

- **Modifier:** -6
- **DV Limit:** 3
- **Effects:** Knockdown (target needs to make a Strength + Agility (DV+3) Test or fall prone; they can attempt to stand in their next Action Phase), Slowed (target's Movement, both Walk and Run rate, is halved and no Sprint Tests are allowed)

JAW

This is the target when it's time to knock someone's teeth out or shut up that running mouth. Fists break jaws, bullets shatter teeth.

- **Modifier:** -8
- **DV Limit:** 2
- **Effects:** Stunned (Body + Willpower (2) Test to resist or target receives -5 penalty to Initiative Score), Unable to Speak (the target loses the ability to form understandable speech. They can mutter, gesture, groan, and drool, but everything they try to speak comes out as gibberish. This lasts for 1 hour x DV of the shot)

KNEE

Kneecapping has been an old standby for mobsters and thugs for centuries. A bullet to the knee not only slows a target down but it also helps make the most combative individual see the value of your point of view.

- **Modifier:** -8
- **DV Limit:** 1
- **Effects:** Stunned (target must make a Composure (2) Test or receive a -10 penalty to Initiative Score), Knockdown (target must make a Strength + Agility (DV+3) Test or fall prone), Slowed (target's Movement, both Walk and Run rate, is halved and no Sprint Tests are allowed), Winded (target is unable to perform Complex Actions for a number of Combat Turns equal to the original DV of the attack)

NECK

Put a hole in their neck and watch them bleed. This is the shot to the jugular or carotid that makes blood geysers splatter across the finely crafted corporate halls. A favorite of drug cartel leaders and gory trideo directors.

- **Modifier:** -8
- **DV Limit:** 10
- **Effects:** Stunned (Body + Willpower (3) Test to resist or target receives -10 to Initiative Score), Bleedout (target suffers 1P DV, unresisted, for every Action they perform that is not First Aid until a successful Logic + First Aid [Mental] (4) Test is made) or a Heal spell is cast on them and removes at least 1 box of damage)

SHIN

The shin bone's connected to the ... nothing if you put a bullet through it. Shooting the shin slows a foe and usually puts them square on their hoop. And kicking someone in the shin is just plain mean.

- **Modifier:** -6
- **DV Limit:** 2
- **Effects:** Knockdown (target must make a Strength + Agility (DV+3) Test or fall prone), Slowed (target's Movement, both Walk and Run rate, is halved and no Sprint Tests are allowed), Winded (target is unable to perform Complex Actions for a number of Combat Turns equal to the original DV of the attack)

SHOULDER/UPPER ARM

Whether the hit knocks the joint out of socket or shatters the bone, this hit is going to force the target to fight with only one arm for awhile. A skilled fighter can severely hamper their opponent's ability to use their arm with a solid punch (with one knuckle out) to the upper arm while a bullet through the bicep makes almost every move of the arm excruciating.

- **Modifier:** -6
- **DV Limit:** 3
- **Effects:** Stunned (Body + Willpower (1) Test to resist or target receives -5 penalty to Initiative Score), One-Armed Bandit (target's arm is ineffective and they are unable to perform any actions with that limb for a number of Combat Turns equal to the DV of the attack; they also suffer a -6 dice pool penalty until that arm is healed), Weak Side (target suffers a -2 dice penalty on all melee Defense tests while their arm is ineffective)

STERNUM

A hard strike to the center of the chest can put a world of hurt on a target. This can be a good way to put a quick end to an attack.

- **Modifier:** -10
- **DV Limit:** 10
- **Effects:** Stunned (Body + Willpower (3) Test to resist or target receives -10 penalty to Initiative

VEHICLE CALLED SHOTS TABLE

LOCATION	MODIFIER	DV LIMIT	EFFECT
Engine Block	–4	None	Disables vehicle.
Fuel Tank/Battery	–6	None	Disables vehicle. Causes fuel leak or battery leak.
Axle	–6	6	Reduces Speed to 1.
Antenna	–8	2	Disables communications and wireless capability.
Door Lock	–6	0	Door cannot be opened.
Window Motor	–4	0	Window cannot be opened.

Score), Fatigued (target makes a secondary Damage Resistance Test using Body only against Stun damage equal to half the DV of the original attack), Winded (target is unable to perform Complex Actions for a number of Combat Turns equal to the original DV of the attack)

THIGH

Sometimes it's to slow an opponent, sometimes it's to make a point, but no matter the purpose, shooting someone in the thigh makes a statement. That statement is often "ow."

- **Modifier:** -6
- **DV Limit:** 3
- **Effects:** Slowed (target's Movement, both Walk and Run rate, is halved and no Sprint Tests are allowed), Winded (target is unable to perform Complex Actions for a number of Combat Turns equal to the original DV of the attack)

VEHICLE

You can target different parts of a vehicle in the same way you'd target parts of the body. Pick a vulnerability, then see if you can take it out with a single shot. See the Vehicle Called Shot Table for modifiers, DV limits, and effects of Called Shots on vehicles. Note that the effects only kick in if there was damage done to the vehicle after it makes its Damage Resistance Test.

LOCATION, LOCATION, LOCATION

TARGETED LOCATION	ATTACK MODIFIER	MAX DV	POTENTIAL EFFECTS
Ankle	–8	1	Slowed, Winded
Ear	–10	1	Deafened, Stunned
Eye	–10	1	Blinded, Stunned
Foot	–8	1	Stunned, Slowed, Winded
Forearm	–6	2	Broken Grip, Weak Side
Genitals	–10	4	Stunned, Nauseous, Buckled
Gut	–6	8	Stunned, Nauseous, Slow Death
Hand	–8	1	Stunned, Broken Grip, Weak Side
Hip	–6	3	Knockdown, Slowed
Jaw	–8	2	Stunned, Unable to Speak
Knee	–8	1	Stunned, Slowed, Winded
Neck	–8	10	Stunned, Bleedout
Shin	–6	2	Knockdown, Slowed, Winded
Shoulder/ Upper Arm	–6	3	Stunned, One-Arm Bandit, Weak Side
Sternum	–10	10	Stunned, Fatigued, Winded
Thigh	–6	3	Slowed, Winded

AMMO WHAMMY!

Different types of ammunition provide different options, including what kind of Called Shots you can use and the effect they have. Check out the list below to know what you can do with the various types of ammo you're ready to load. The effects may not be universal and there may be special cases where a convincing argument can be made that a certain kind of ammunition might have a different effect. In these cases it is up to the gamemaster to make the call.

The specific shots often refer to Called Shot effects by name; look at the description of each Called Shot for complete details. The type of ammo that can be used with each shot is listed; the Called Shot by Ammo Type table lists all the special shots that can be used with particular types of ammo.

BELLRINGER

Like a linebacker with a clear shot at a vulnerable receiver, this round goes for the head and does everything it can to make the target hear the echo of the hit for days.

- **Modifier:** -8
- **DV Limit:** 4
- **Effects:** Stunned (-10 Initiative Score)
- **Available ammo types:** Gel

BULLS-EYE DOUBLE-TAP/BURST

If one bullet does the work of carving through a target's armor, why should a second bullet have to duplicate that effort? With this shot, characters try to make the latter bullets of a multiple-round burst follow the path carved by the first.

- **Modifier:** -4
- **DV Limit:** None
- **Effects:** The bullets follow so closely in line behind each other that the first clears the path for the second or third. The attack results in an AP increase equal to the base AP multiplied by the number of bullets in the burst, with a maximum modifier of x3.
- **Available ammo types:** APDS

DOWN THE GULLET

In this incredibly difficult shot, you make the target take his medicine by planting the capsule round in the back of his open mouth, giving him no choice but to swallow.

- **Modifier:** -8
- **DV Limit:** 2
- **Effects:** Increased Power (+2 Toxin Power), Optional Effect (Increased modifiers for secondary effects)
- **Available ammo type:** Capsule

EXTREME INTIMIDATION!

Hurting an opponent is all fine and good, but sometimes you want to smack them in a way that brings despair to their soul. It's gunfire with a twist of torture.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** Fear Factor (anyone hit must make a Composure (Net hits) Test or experience an immediate -10 Initiative Score reduction.
- **Available ammo types:** Assault Cannon

FINGER POPPER

Getting a weapon shot out of your hand hurts, especially when a skilled shooter took measures to make sure that would be the case.

- **Modifier:** -4
- **DV Limit:** 2
- **Effects:** Enhanced Blast out of Hands (attack does base weapon damage resisted with Body but ends at a maximum of 2; object thrown an extra meter)
- **Available ammo types:** Explosive, Gel, Gyrojet Plus, Hollow Points

FLAME ON!

- **Modifier:** -6
- **DV Limit:** 1
- **Effects:** Light 'em Up (Ignites flammable materials)
- **Available ammo types:** Tracer

FLASH BLIND

A flare is built to be bright enough to be seen for several kilometers. That means if you scorch one right in front of the eyes of some poor slot, you have a chance to leave them briefly flash blinded.

- **Modifier:** -6
- **DV Limit:** 2
- **Effects:** Blinded (-8 penalty on any action taken in the character's next Action Phase, no vision-based Perception tests allowed for thirty seconds (ten Combat Rounds))
- **Available ammo types:** Flare

HERE'S MUCK IN YOUR EYE!

Blinding an opponent can be useful. Blinding an opponent with residue from the wound you just inflicted on them is just plain mean.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** Enhanced Dirty Trick (-5 dice pool modifier on next action)
- **Available ammo types:** Explosive, Frangible, Gyrojet Plus, Hollow Points

HIT 'EM WHERE IT COUNTS

Toxins injected in a hand or similar area will eventually take effect. Toxins injected into the jugular take effect faster. This shot puts the toxin where it can do its work with greater speed.

- **Modifier:** -6
- **DV Limit:** 1
- **Effects:** Increased Power (+2 Toxin Power), Increased Speed (Drop the Speed of the Toxin by one category)
- **Available ammo types:** Injection Dart

LIGHT 'EM UP

A flare burns, which provides potential for damage. All you have to do is put the flame in contact with something that can spread the burn.

- **Modifier:** -10
- **DV Limit:** 1
- **Effects:** Light 'em Up (Ignites flammable materials)
- **Available ammo types:** Flare, Gyrojet

MORE MUCK, BETTER DUCK!

EX-EX rounds carry a little extra pop, so when used right they cause a little extra blindness and inconvenience to the target trying to take their next action.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** Enhanced Dirty Trick (-6 dice pool modifier on next action)
- **Available ammo types:** EX-Explosive

NASTY FINGER PRICK

Flechettes can hurt your hand too!

- **Modifier:** -4
- **DV Limit:** 2
- **Effects:** Enhanced Blast out of Hands (attack does base weapon damage resisted with Body but ends at a maximum of 2)
- **Available ammo types:** Flechette

ON PINS AND NEEDLES

This shot isn't so much aimed at the target as it is the ground around them, putting needles in the ground and presenting a little extra challenge for maneuvering.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** Rough Terrain (Requires 1 shot per square meter, 1/2 Movement through terrain; if the target is barefoot they suffer 3P resisted with Body)
- **Available ammo types:** Flechette

RICOCHET SHOT

Shooter can bounce a bullet off a structure (or person) with an Armor rating higher than 6 to hit another target. The modifier is for the Called Shot, Visibility, Environmental, and Situational modifiers still apply.

- **Modifier:** -6
- **DV Limit:** None
- **Effects:** Intimidating Strike (Composure (2) Test or the target suffers -1 penalty for being shaken)
- **Available ammo types:** Hi-C, Gyrojet

SHAKE, RATTLE, AND BOOM!

The ballistic equivalent of hamstringing someone. Your target is not going to move well after this shot.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** Enhanced ShakeUp (-8 Initiative Score)
- **Available ammo types:** EX-Explosive

SHAKE, RATTLE, AND POP!

This shot delivers the full measure of pain to the target, while also throwing them off balance.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** Enhanced ShakeUp (-6 Initiative Score)
- **Available ammo types:** Explosive, Gyrojet Plus

SHREDDED FLESH

The aim of this shot is not so much penetrating the target as ripping them, making a shot that tears across the surface of their skin and opens a large raw wound.

- **Modifier:** -4
- **DV Limit:** 10
- **Effects:** BleedOut (If the target is damaged in the attack, they suffer a DV of 1P, unresisted, for every Action they perform that is not First Aid until a successful First Aid + Logic [Mental] (4) Test is made or a Heal spell is cast on them and removes at least 1 box of damage)
- **Available ammo types:** Flechette

SPINNER

Aiming at the shoulder of your target with a heavy gel round can spin them around, throwing them off balance.

- **Modifier:** -4
- **DV Limit:** 2
- **Effects:** Dirty Trick (-4 dice pool modifier for next Action Phase)
- **Available ammo types:** Gel, Gyrojet

TAG!

With this shot, the round is embedded in the target's Armor instead of their body. Yes, they can take it off, but it's much less likely to be looked for in there.

- **Modifier:** -4
- **DV Limit:** 0
- **Effects:** The round does no damage, but embeds itself in the target's armor.
- **Available ammo type:** Gyrojet Tracker, Tracker

THAT HIT THE SPOT!

- **Modifier:** -varies
- **DV Limit:** varies
- **Effects:** Localized Effect (Eye: Blinded; Ear: Deafened; Arm/Hand: Drop Item; Leg/Foot: make Agility (2) Test or fall prone)
- **Available ammo types:** AV, Gyrojet Taser, Stick 'n' Shock, Taser Dart

THROUGH AND THROUGH ... AND INTO

A hostage situation-specific Called Shot, this attack is used to shoot one target and into another target be-

hind the first. The attacker takes a penalty for this shot equal to the Armor and 1/2 the Body of first target. The attack then strikes the back target with all but 1 DV of the damage, resisted as normal. Note that both targets get to make their customary Defense Tests. If the bullet misses the front target but hits the rear, the 1 DV reduction does not apply.

- **Modifier:** -(Armor + 1/2 Body)
- **DV Limit:** 1 (front target), none (rear target)
- **Available ammo types:** APDS, Gauss Rifle

TROLL FINGER POPPER

For when you're really, really determined to hurt someone's weapon hand, no matter how big or meaty it may be.

- **Modifier:** -4
- **DV Limit:** 3
- **Effects:** Enhanced Blast out of Hands (attack does base weapon damage resisted with Body but ends at a maximum of 3; object thrown an extra 2 meters)
- **Available ammo types:** EX-Explosive

UP THE ANTE

Sometimes it's not enough to aim for the head—you want to put a round right in the eye to make sure it does as much damage as possible. Aim as carefully as you can, and see how much punch a single round can pack.

- **Modifier:** Varies
- **DV Limit:** Varies
- **Effects:** Up the Ante (Doubles the DV Limit of Called Shots made to specific locations)
- **Available ammo types:** Assault Cannon, AV, AV Assault Cannon

WARNING SHOT

You don't always want your target hit with a chemical—some times it's better to scare them and have them get themselves out of your way. This precision shot can help them know you mean business.

- **Modifier:** -6
- **DV Limit:** 1
- **Effects:** Intimidating Strike (Composure (4) Test or the target immediately shifts attitudes in favor of the attacker)
- **Available ammo types:** Injection Dart

CALLED SHOTS BY AMMO TYPE

AMMO TYPE	CALLED SHOTS AVAILABLE
APDS	Bulls-Eye Double-Tap/Burst, Through and Through … and Into
Assault Cannon	Extreme Intimidation!, Up the Ante
AV	That Hit the Spot!, Up the Ante
AV Assault Cannon	Up the Ante
Capsule	Down the Gullet
Explosive	Finger Popper, Here's Muck in Your Eye!, Shake, Rattle, and Pop!
EX-Explosive	More Muck, Better Duck!, Shake, Rattle, and BOOM!, Troll Finger Popper
Flare	Flash Blind, Light 'em Up
Flechette	Nasty Finger Prick, On Pins and Needles, Shredded Flesh
Frangible	Here's Muck in Your Eye!
Gauss Rifle	Through and Through … and Into
Gel	Bellringer, Finger Popper, Spinner
Gyrojet	Light 'em Up, Ricochet Shot, Spinner
Gyrojet Plus	Finger Popper, Here's Muck in Your Eye!, Shake, Rattle, and Pop!
Gyrojet Taser	That Hit the Spot!
Gyrojet Tracker	Tag!
Hi-C	Ricochet Shot
Hollow Points	Finger Popper, Here's Muck in Your Eye!
Injection Dart	Hit 'em Where It Counts, Warning Shot
Stick'n'Shock	That Hit the Spot!
Taser Dart	That Hit the Spot!
Tracer	Flame On!
Tracker	Tag!

MORE ACTIONS!

These aren't optional. These are new actions for everyone who plays *Shadowrun, Fifth Edition*. Some are only available to characters who have gone through extensive training in a martial art—though a little luck (like spending Edge) can maybe make an untrained fighter look like a pro for one glorious moment in time.

The actions here are separated into regular actions (meaning Free, Simple, and Complex) and Interrupt actions. To keep the list complete, the Core list of actions is included for reference.

AIMED BURST

Complex Action

This is an attack from a Burst Fire-capable weapon (not Semi-Auto Burst) fired in such a way to increase damage instead of making it harder to avoid. Since it is a Complex Action tracking Progressive Recoil becomes very important. The attack loses the -2 penalty to the defender but gains +1 DV. It costs the firer three rounds of ammunition.

BALLESTRA (CLUBS/BLADES ONLY)

Complex Action

The character lunges forward with a long step toward his opponent, effectively adding +1 to the Reach of the attack. The character over commits himself in the maneuver, leaving himself vulnerable. The character takes a -1 to any Defense Tests and cannot use any Active Defense techniques until after his next Action Phase. *Note that use of this action requires Martial Art training.*

BRAIN BLASTER

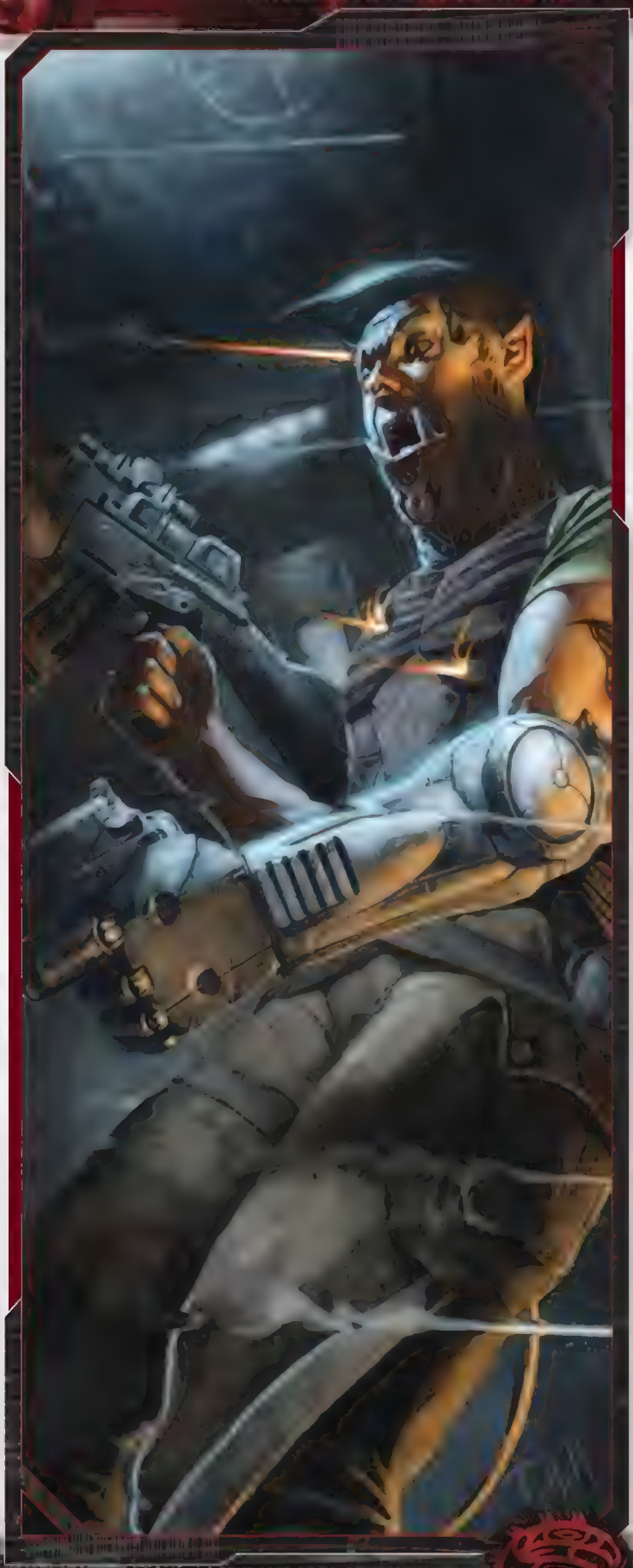
Complex Action

Usually Full-Auto fire is designed to increase the chance to hit, not to put a lot of rounds in one place. This action focuses a Full-Auto Action into a tight little area and causes all sorts of pain and damage. Tracking Progressive Recoil becomes very important with this action. The attack gains +2 DV and costs the firer six rounds of ammunition.

CLINCH

Simple Action

A Clinch is a grappling position in a stand-up fight, where the opponent's effective Reach has been neutralized. A Clinch is included in several martial arts and can be used as a medium to move from a stand-up fight to a ground fight through throws and knock down actions. With a successful opposed Gymnastics + Agility [Physical] vs. Reaction + Intuition Test, the character has clinched their opponent. This means that the character has a hold of the opponent (and possibly visa versa), so they can't move away from each other. The difference



between a Clinch and a Grapple action is that a Grapple involves a lock or choke hold on the opponent to immobilize him, while a Clinch doesn't immobilize an opponent and allows both the character and opponent to make actions other than those involving the Clinch.

The character who initiated the Clinch gets the Superior Position bonus modifier to actions while maintaining control of the Clinch. Both the character and opponent's Reach bonus are negated, and attacks with melee weapons receive a penalty equal to their Reach bonus. Firearm use by both the character and opponent are penalized by the net successes of the Clinch. Unless the opponent escapes from the Clinch, neither opponent nor character can move away from each other. They can, however, move up to 2 meters on each of their actions together. A character in the inferior position can attempt to use an Escape Action (see below) to break the Clinch. A character in the Superior Position can let go of the Clinch as a Free Action; at this point the character in an inferior position can choose to use an Interrupt Action (-5 Initiative Score) to attempt to maintain the Clinch and gain Superior Position. This requires a new Gymnastics + Agility [Physical] by the player in the inferior position, and they receive a +1 dice pool bonus thanks to the fact that they are already in contact with the other character; the character in the Superior Position does not get the Superior Position bonus in this instance.

A successful Clinch Action can lead to a Subdual, Called Shot: Knockdown, or Throw. *Note that use of this action requires Martial Art training.*

CHARGE ATTACK (P. 186, SR5)

DOUBLE-TAP

Complex Action

A rapid pair of well-aimed shots from a Semi-Automatic-capable weapon fired in such a way to increase damage instead of making it harder to avoid. Tracking Progressive Recoil becomes very important with this Action. The attack gains +1DV and costs the firer two rounds of ammunition. There is no penalty to defensive rolls from this shot.

ESCAPE (P. 195, SR5)

Complex Action

To break out of a Subduing or Clinch, the character must succeed in an Unarmed Combat + Strength [Physical] Test with a threshold equal to the net hits scored on the opponent's original Subduing Test. Otherwise, the character remains locked in a grapple or clinch. Actions are limited by the opponent's previous action (Subduing or Clinch).

ENHANCED SUPPRESSION

Complex Action

For use with suppressive fire (p. 179, *SR5*), this attack narrows the area of suppression horizontally but increases it vertically. The attack narrows the suppression zone to 5 meters at the end (instead of 10) but prevents targets within the affected area from being able to avoid the fire with the Drop Prone action. They can still use the Lucky Cover Edge Action to avoid the roll, but they continue to suffer all the normal penalties of being within a suppressed area.

EVADE (P. 194, SR5)

Complex Action

With a little room to move, agile characters can avoid the Interception attempts of their opponents without engaging in combat. Using a Complex Action in tandem with their movement for the Combat Turn, they can make an Agility + Gymnastics [Physical] (1) Test. Each hit above the threshold allows the character to move past one opponent who is within Interception range. Those opponents cannot use Interception against that character, unless they know the martial art maneuver Shadow Block (p. 125).

FINISHING MOVE (CLOSE COMBAT ONLY)

Special Complex Action
(-10 to Initiative Score, spend 1 Edge)

A finishing move is that way-cool trid final attack maneuver the hero makes to defeat the bad guy. The character must declare that he is performing a Finishing Move combination. The character makes an attack. If the character successfully damages an opponent with the melee attack, the character can then make an immediate extra strike against the same opponent with a +2 dice pool modifier. A gratuitous Free Action to taunt the opponent can also be applied, especially if the attacker is holding the target's spine and skull in his hands at the time. This action can only be performed once per Combat Turn. *Note that use of this action requires Martial Art training.*

FLECHETTE SUPPRESSIVE FIRE

Complex Action

Avoiding flechette suppressive fire is like dodging a tsunami. Suppressive Fire with flechette (f) ammo can make an attack over a wide area virtually unavoidable. These attacks function similar to Enhanced Suppression (see above) and prevents targets from using the Drop Prone action to avoid the attack and suffers no loss of width, quite the opposite. Suppressive Fire with flechette ammunition has a wide range of effects, covered by the Flechette Suppressive Fire Tables. Effects are arranged by Choke Setting. Narrow Spread Choke settings only confer the Enhanced Suppression and their normal effects.

MEDIUM SPREAD

RANGE	DV ADJUSTMENT	ACCURACY ADJUSTMENT	DEFENSE ADJUSTMENT	EXTRA WIDTH
Short	–1	—	–3	4 meters
Medium	–3	—	–3	8 meters
Long	–5	–1	–3	12 meters
Extreme	–7	–1	–3	16 meters

WIDE SPREAD

RANGE	DV ADJUSTMENT	ACCURACY ADJUSTMENT	DEFENSE ADJUSTMENT	EXTRA WIDTH
Short	–3	—	–5	6 meters
Medium	–5	—	–5	12 meters
Long	–7	–1	–5	18 meters
Extreme	–9	–1	–5	24 meters

FLYING KICK

Complex Action

Covering scissor, butterfly, crescent, hook, and reverse roundhouse kicks, this Action offers both range and power to the unarmed attack. The character must be at least a meter away from the opponent and be able to move toward the opponent to perform this action. A Flying Kick Action gives both +1 Reach and +1 dice pool bonus to the unarmed attack. If the Flying Kick Action is unsuccessful, the character becomes off balance, suffering a -1 dice pool penalty to Defense Tests until the character's next Action Phase. *Note that use of this action requires Martial Art training.*

FULL OFFENSE

Complex Action

A Full Offense attack occurs when a character accepts that he's going to get hurt and doesn't care so long as he hurts his opponent more. This is also the usual state of drunken brawlers, though their accuracy tends to be diminished. The attacking character receives a +2 dice pool modifier to their Close Combat skill test, but may not use any Defensive Interrupt Actions for that Action Phase (Block, Dodge, Full Defense, Parry, etc.). They also adjust their Initiative Score by -5. *Note that use of this action requires Martial Art training.*

HALF SWORD (BLADE ONLY)

Complex Action

This odd technique involves grabbing the center part of the blade for a more forceful thrust against an armored target with the intent of piercing the target's armor. Back in the days of plate armor, the Half Sword action was like using the sword as a crowbar and peeling back the armor. Today's armor is more flexible, but the intent is the same. With a successful attack, the character improves their AP by 2 for the weapon. If the character fails, he takes a -2 penalty to his next action (not counting Defense Tests) and cannot use the Parry or Block Defensive Actions until his next Action Phase. Regardless of success or failure, the character has to Ready the Weapon (as he's holding it in an unusual manner) in order to attack again. This move cannot be combined with Two Weapon fighting as it requires both hands. The weapon must be a blade with at least a Reach of 1. *Note that use of this action requires Martial Art training.*

HAYMAKER (CLOSE COMBAT ONLY)

Complex Action

While the Pouncing Dragon technique has the character using gravity to his advantage, not every combat allows the character to have superior position. With the Haymaker, the character uses centrifugal force in order gain power in the attack. This action is wild and obvious to an opponent. With this attack, the character gives the opponent +2 to their Defense Test. If successful the character gets +1 DV. *Note that use of this action requires Martial Art training.*

HERDING

Complex Action

As if engaging in some sort of masochistic dance, the character can use attacks and feints to maneuver an opponent into a bad position, such as on top of a land

mine or against an open elevator shaft. On a successful Close Combat Attack, the character deals no damage to his opponent. Instead, the character can move the opponent 1 meter per net hit in the direction of the character's choosing, up to the Walking rate of the character or opponent, whichever is less. A character may attempt herding multiple opponents by splitting his dice pool as normal (**Multiple Attacks**, p. 196, *SR5*). The distance that the character can herd multiple opponents is determined on an individual opponent basis. *Note that use of this action requires Martial Art training.*

IAIJUTSU

Simple Action

Iaijutsu is the art of sword drawing, though this technique goes beyond just using a sword. With this action, the character may perform Quick Draw Simple Action (**p. 165,** *SR5*) with any melee weapon. As with the quick draw rules, the weapon must be properly sheathed or holstered in order to use the Quick Draw Action. If successful, the character can then attack with the weapon as a Simple Action instead of a Complex Action for that Action Phase. *Note that use of this action requires Martial Art training.*

INTERCEPTION (P. 194, SR5)

Interrupt Action (-5 Initiative Score)

KIP-UP (CLOSE COMBAT ONLY)

Simple Action

From a Prone position, the character can kick himself back into a standing position and perform an immediate Close Combat Attack Action against a nearby target. The character must make an Agility + Gymnastics [Physical] (3) Test. If successful, the character can then make a Close Combat Attack as a Simple Action. The character can't move from a Kip-up to attack an opponent if they are not in Reach. Failure on a Kip-up Action means that the character is still Prone. *Note that use of this action requires Martial Art training.*

PLAYING POSSUM

Simple Action

With a little acting skill, a character can gain themselves a nice advantage by playing up their injuries or pretending they are injured. The character needs to take a Complex Action and perform a Con + Charisma [Social] vs. Con + Charisma [Social] Opposed Test or Performance + Charisma [Social] vs. Charisma + Willpower Test in order to make themselves look seriously injured and out of the fight. This is one of the few places where being injured works in a character's favor. For every three boxes of damage the character has, he gains a +1 dice pool bonus to his roll (and ignores the injury modifier).

The character's net hits become the threshold for a Perception Test for anyone the character attacks to avoid being caught unaware by the character. Unaware characters do not get a Defense Test when they are attacked.

POUNCING DRAGON (CLOSE COMBAT ONLY)

Complex Action

Pouncing Dragon is a close-combat attack where the character has superior position to the opponent and uses gravity to their advantage. This move can be made from a position standing above the opponent, the opponent being prone or standing below the character, or it can be executed when the character is in a Clinch with the opponent, both of them are on the ground, and the character's Superior Position advantage is that they are on top of the opponent. Typically learned through mixed martial arts, various wrestling arts, or weapon martial arts as a way to dispatch fallen opponents, Pouncing Dragon requires characters to take advantage of gravity and put their weight behind the attack. Besides the Superior Position modifier, the character gets +2 DV on a successful attack. After the attack, the character is at the same level as the opponent and loses the Superior Position advantage. *Note that use of this action requires Martial Art training.*

PRE-EMPTIVE BLOCK

Free Action (-5 Initiative Score)

The character chooses to reduce their Initiative Score by 5 in order to be on the lookout for any incoming attacks to Block. This action allows the character to use the Block Defense option (p. 170, *SR5*) for an entire Combat Turn for the price of the normal Interrupt Action by making their defense active instead of reactive. This action can only be used during a character's Action Phase.

PRE-EMPTIVE DODGE

Free Action (-5 Initiative Score)

The character chooses to reduce their Initiative Score by 5 in order to be on the lookout for any incoming attacks to Dodge. This action allows the character to use the Dodge Defense option (p. 170, *SR5*) for an entire Combat Turn for the price of the normal Interrupt Action by making their defense active instead of reactive. This Free Action can only be used during a character's Action Phase.

PRE-EMPTIVE PARRY

Free Action (-5 Initiative Score)

The character chooses to reduce their Initiative Score by 5 in order to be on the lookout for any incoming attacks to Parry. This action allows the character to use the Parry Defense option (p. 170, *SR5*) for an entire Combat Turn for the price of the normal Interrupt Action by making their defense active instead of reactive. This Free Action can only be used during a character's Action Phase.

PUSH/SHOVE/SACRIFICE MOVE (UNARMED COMBAT ONLY)

Simple Action/Simple Action/Complex Action

Push is a Simple Action. The character can make an Unarmed Combat Attack Test against an opponent within the character's Reach. If successful, the opponent is pushed outside the Reach of the character, a minimum of 1 meter. No damage is done with the attack. The character can move up to their Walk rate, and the location of where the opponent is pushed is determined by the person giving the push. This can be done as an Intercept Action (-5 Initiative Score) if an opponent attempts to move into the character's Reach space. The pushing character cannot be in a Grapple or Clinch.

Shove is also a Simple Action. While the character is running, the character can make an Unarmed Combat Attack Test against an opponent with the intent of moving him from his location. Like a Charge, the character has to Run at the opponent and make an Unarmed Combat Attack Test. The attack deals no damage. If successful and the character's Strength + net hits exceeds the opponent's Physical Limit, the opponent is pushed back a distance in meters equal to the net hits of the Attack Test in the direction of the attacking character's movement. If successful and the character's Strength + net hits does not exceed the opponent's Physical Limit, the character has met Mr. Wall and thus does not move the opponent; they cannot move any further past the opponent in this phase. If unsuccessful, the character falls Prone, tripping up before the attempt or knocked back from the impact against the opponent. The gamemaster determines the exact location where the character ends up.

Sacrifice Move is like a Shove, but it is a Complex Action. The character is attempting to move an opponent and throws his whole body into the attempt. The test and results are similar to Shove, but the attacking character uses Strength + Body plus net hits instead of just Strength + net hits. On a successful attempt, both the character and opponent are Prone.

READING THE DEFENSE (MELEE ONLY)

Complex Action

Sometimes the best defense is a good offense. Characters spend a Complex Action and make a (Melee Skill) + Intuition [Mental] (3) Test studying their opponent's style while engaged in combat, taking the time to read an opponent's defense. This action can only be performed while a character is engaged in combat with an opponent. After the character has spent their Complex Action they gain a +3 dice pool bonus on their next melee attack against that opponent. If they fail on the test, though, they misread the attacker's intentions and instead take a -1 penalty on their next melee attack against the opponent. A glitch makes that penalty even worse, while a critical glitch means the character focused so intently on the attack that they dropped their own defense, and must take a -3 dice pool penalty (or greater at the gamemaster's discretion) on their Defense Test against the next attack from any source.

SUBDUING (P. 195, SR5)

Complex Action

A Subduing Action is grappling the opponent in either a choke hold or a joint lock that brings asphyxiation to the brain or pain to a joint or body part. The character follows the standard rules for Subduing (p. 195, *SR5*) and must spend a Complex Action per Action Phase to maintain the Subduing. As part of that action, they can perform any of the allowed options, and the opponent cannot take an action that requires Movement. A character can end the Subduing as a Free Action, but still be in contact with the opponent for that Action Phase. Subduing Actions can be done as an Interrupt Action (-5 Initiative Score) by a character on an opponent who has successfully completed a touch-only attack against him.

THROW PERSON

Simple Action

If the character has successfully engaged in a Clinch or Subduing action against an opponent, he may then attempt to throw their opponent. Throw person can also be done as an Interrupt Action (-10 from Initiative Score) after successfully blocking an opponent's attack. A throw is done using the leverage of the opponent's body and/or force of action into projecting the opponent to the ground. The character rolls an Unarmed Combat Attack Test, opposed as normal. If the character succeeds and character's Strength + net hits exceed the opponent's Physical Limit, the opponent can then be thrown up to a number of meters equal to the net hits scored on the test. The maximum distance that a character can throw an opponent is the difference in the character's Strength minus the opponent's Body in meters. If this distance value is less than 0, then the maximum distance is 0, meaning less than one meter away from the character. The opponent suffers damage equal to the net successes of the test, not the distance thrown. At the end of the throw, the opponent is Prone. The opponent could suffer additional damage at the location where he is thrown, such as a fire pit or into the mouth of a sarlacc. If the character is successful in the attack but does not exceed the opponent's Physical Limit, the opponent is not thrown and is still standing but remains in a Clinch or Subduing grip. Failure means the target is not thrown and also escapes the character's grip. *Note that use of this action requires Martial Art training.*

TOUCH-ONLY ATTACK (P. 187, SR5)

Complex Action

The character makes a Close Combat Skill Attack Test (with the +2, touch-only advantage) to make contact with the opponent. If successful, the character does no damage, but is in contact with the opponent for that Action Phase or until the opponent moves, risking an Intercept Action (see **Interception**, p. 194, *SR5*). Touch attacks have the disadvantage of being more easily grappled in a Subduing or Clinch Action by an opponent. Characters defending against a Grapple or Clinch after making a touch-only attack against an opponent receive a -2 dice pool penalty against that opponent.

Weapons such as the shock glove or baton can inflict damage during a touch-only attack. These attacks don't benefit from net hits from the attack to increase Damage Value. Using the weapon to cause damage with a touch-only attack makes it the only attack action the character can make during that Action Phase.

INTERRUPT ACTIONS

BLOCK (SR5, P. 192)

Interrupt Action (-5 Initiative Score)

COUNTERSTRIKE (UNARMED COMBAT ONLY)

Interrupt Action (-7 Initiative Score)

Counterstrike allows the character to leverage the opponent's force into an advantage, allowing the character to make a quick strike back. In place of the standard Defense Test, the character makes an Unarmed Combat + Reaction [Physical] Test against the opponent's standard Attack Test. If the defender achieves more hits than the attacker, the defender successfully avoided the attacker's strike while returning and landing a strike of their own. The defender's counterstrike attack has a Damage Value equal to the defending character's standard Unarmed DV + net hits. The damage is resisted by a standard Damage Resistance Test. If the defender does not achieve more hits, then he must make a Damage Resistance Test against the damage of the attacker's strike as normal. *Note that use of this action requires Martial Art training.*

DIVE FOR COVER

Interrupt Action (-5 Initiative Score)

Sometimes you don't want to just sprawl out face-flat down on the ground to get below the incoming stints of spray-and-pray Suppressive Fire. Being face down behind some cover so you can get to your feet without taking some rounds is a much better option than getting perforated. This action allows a character to go prone behind nearby cover. A character that is within the area of a Suppressive Fire Attack can choose to take an Interrupt Action and reduce their Initiative Score by 5 and Drop Prone behind any cover within 4 meters.

DODGE (P. 191, SR5)

Interrupt Action (-5 Initiative Score)

FULL DEFENSE (P. 191, SR5)

Interrupt Action (-10 Initiative Score)

PARRY (P. 191, SR5)

Interrupt Action (-5 Initiative Score)

REVERSAL (UNARMED COMBAT ONLY)

Interrupt Action (-7 Initiative Score)

When a character finds himself stuck in a headlock or some other form of Clinch or Grapple Action and does not have the Superior Position melee modifier, he has two options: Escape or Reversal. With a Reversal, the character makes an Unarmed Attack Test with a threshold equal to the opponent's hits from their Clinch or Subduing Action. If successful, the character and opponent are still engaged in a Clinch or Subduing Action, but the roles become reversed, giving the character the Superior Position advantage and if reversing a Grapple, the character can then attempt a Subduing Action on his next Action Phase. *Note that use of this action requires Martial Art training.*

RIGHT BACK AT YA!

Interrupt Action (-10 Initiative Score, Agility Test, Throwing Weapons Test)

Crazy is as crazy does, and this is what crazy does. This action allows a character to return an incoming grenade by either intercepting its course in flight or scooping it up off the ground and tossing it back. This action is greatly affected by the type of trigger on the grenade.

With a basic attack and built-in timer trigger, the acting character needs enough Movement remaining to reach the grenade or get into its path. If a gamemaster is meticulous about distances in combat and wants to be nasty, she can make the character decide to attempt this before knowing if they have enough Movement. If the character lacks the necessary Movement, they simply move closer to the grenade and get themselves some extra damage when the drek hits the fan. After sufficient Movement is determined, the character needs to make an Agility (2) Test to successfully pick up or intercept the grenade. After that successful test, the character makes a Throwing Weapons Attack Test with a -2 dice penalty due to all the other activity involved in this action to throw the grenade.

A grenade with a wireless trigger acts in essentially the same way; the character just has to hope they can

act quickly enough to counter the grenade before it is wirelessly triggered.

When a grenade is armed with a motion sensor trigger, this action turns ugly. The character needs sufficient Movement as before, but instead of being able to send the grenade back, they simply end up at zero distance when the grenade explodes. They can however, choose to intercept the grenade anywhere in its path, though they won't know the effect until after the big boom.

RUN FOR YOUR LIFE/ DIVE ON THE GRENADE

Interrupt Action (-5 Initiative Score)

There are few things as frightening as the distinctive sound of a grenade bouncing into your vicinity or watching a swirling ball of mana headed your way and set to go boom. By the time you realize a whole lot of trouble is on the way, there are very few options available. This action covers two of those options. There is a third, far more dangerous, option for incoming grenades covered by the Right Back At Ya! Action.

Immediately after a Throwing Weapons Attack or Area-Effect Indirect Combat Spell Spellcasting Test, a character can make an immediate Interrupt Action to flee. The character chooses a direction to move and can use any amount of available Movement to move away from the incoming attack. (Note that the gamemaster is not obligated to determine or declare the final location of the attack in the case of a fleeing character. A bad bounce can still get a grenade on the character's tail.)

In the case of diving on the grenade, the character moves toward the grenade, still limited by available remaining Movement, and can choose to make a Drop Prone Free Action when reaching the grenade. The sacrifice means the character takes all the grenade damage and eliminates the blast. In the case of a gas grenade, this action cuts the effective radius in half.

SACRIFICE THROW

Interrupt Action (-10 Initiative Score)

A throw normally keeps the character standing, using their hip, leg, or shoulder to leverage the opponent into being thrown. The Sacrifice Throw technique uses the whole character's body as counterweight for the throw. At the end both the character and opponent are Prone. Add the character's Strength and Body to the net hits of the unarmed attack to determine if it exceeds the opponent's Physical Limit. If successful, the opponent can then be thrown up to a number of meters equal to 1 plus the net hits scored on the test. The maximum distance that a character can throw an opponent is the difference in the character's Strength minus the opponent's Body in meters. If this distance value is less than 0, then the maximum distance is 0, meaning less than one meter away from the character. The opponent suffers damage equal to the net successes of the test, not the distance thrown. If the initial test is successful but the throwing character did not exceed the opponent's Physical Limit, then both characters are on the ground with no damage done to either. If the attack is unsuccessful, the throwing character is Prone and takes damage equal to the number of net hits scored by the opponent minus the throwing character's Physical Limit. This may be no damage if the character succeeded in the attack, but did not exceed the opponent's Physical Limit. *Note that use of this action requires Martial Art training.*

RIPOSTE

(ARMED MELEE COMBAT ONLY)

Interrupt Action (-7 Initiative Score)

Riposte allows shadowrunners to leverage an opponent's force to their advantage, giving a character the chance to make a quick strike back at an attacker with their readied weapon. In place of the standard Defense Test, the character makes a (Melee Weapon Skill) + Reaction [Accuracy] Test against the opponent's standard Attack Test. If the defender achieves more net hits than the attacker, the defender successfully avoided the attacker's strike and managed to return a strike of their own. The defender's riposte attack has a Damage Value equal to the normal DV of the weapon + net hits and is resisted by a standard Damage Resistance Test. If the defender does not achieve more hits, then he must make a Damage Resistance Test against the damage of the attacker's strike, with the damage increased by 2 due to the defender being off balance after their failed riposte. *Note that use of this action requires Martial Art training.*

PROTECTING THE PRINCIPLE

Interrupt Action (-5 Initiative Score, 1 Edge)

The character can choose to move up to 2 meters to place themselves between an attacker and a target and take the brunt of an incoming attack. There is no Defense Test (Reaction + Intuition), only Damage Resistance (Body + Armor). This action can only be performed once per Combat Turn.

SHADOW BLOCK

Interrupt Action (-5 Initiative Score)

When one character in a fight tries to use their Gymnastics skill to avoid a blow, or if they are trying to get out of the fight, an opponent close to them can attempt to interfere and make sure they take the damage coming their way. If a character is using the Dodge Interrupt Action, an opponent can use Shadow Block on that opponent. They must make a Gymnastics + Agility [Physical] Test with the threshold being the opponent's net hits from their Dodge Test. If successful, the character reduces the hits the Dodging character received on their Defense Test by the net hits they achieved on their test.

Shadow Block can also be used to counteract an Evade action. As above, the character with Shadow Block makes a Gymnastics + Agility [Physical] Test with the threshold being the opponent's net hits from their Evade Test. If successful they reduce this net hits on the test, thereby reducing the number of people the person attempting the Evade automatically passes. The Shadow Blocker can choose which person then can attack, but it has to be someone who was within five meters of the person attempting to Evade at some point in their movement.

Use of this action in either way requires Martial Art training.

EXAMPLE

Tristan Skua is taking a shot at a Yak ganger named Ikareteru. Ikareteru knows Skua is a good shot, so he decides to play it safe and declares a Dodge Interrupt Action. Skua's friend Stiletto, though, wants Skua's shot to find its target, so she jumps in and declares a Shadow Block action.

Skua rolls first and gets 4 hits on his attack roll. Ikareteru rolls his Gymnastics + Reaction + Intuition and gets 5 hits, which is under his Physical limit of 6, so they all count. He has 1 net hit, so as of now, Skua's attack is going to miss.

But now Stiletto acts. She rolls Gymnastics + Agility and gets an impressive 4 hits. The threshold for the test was 1 (the amount of Stiletto's net hits), so she ended up with 3 net hits.

That means Ikareteru's 5 hits on his Defense Test are reduced by 3, making it 2. That means Skua has gone from missing his shot to having 2 net hits. Stiletto managed to keep Ikareteru in the path of the bullet, and now the Yak will have to resist the damage coming his way.

COMBAT EDGE

Edge is the ultimate x-factor of combat. One bad roll can get turned around, a lucky maneuver can get a character out of trouble, and a hail-mary pass can be a game winner—or get intercepted in the end zone. Using Edge should add excitement and fun to the game. Here are a few additional ways to involve Edge in your game.

LUCKY MOVE

The character can spend a point of Edge to use a Martial Arts technique once per Combat Turn, whether they are trained in that technique or not. The move doesn't look smooth, any effect it has is the result of pure luck, but it works the same as if the character actually knew what they were doing. Trained martial artists can use this technique to make use of a technique they aren't trained in. This use of Edge can only be performed once per Combat Turn.

MIRACLE SHOT

The character can spend a point of Edge to remove 4 points worth of Called Shot penalties for any Called Shot. This means Called Shots from *SR5* aren't penalized, and some of the trickier moves from this tome are made easier by the use thanks to the character's astounding luck.

LUCKY DUCK

A character can spend Edge for a teammate for the purposes of avoiding an incoming attack. It costs **two** of the character's Edge points, and the teammate must be within range for them to see what is coming and warn their teammate (this includes commlink messages as well as audio and video systems). This ability is used after an attack has been declared to make the attack miss.

SIXTH SENSE

Even when caught unaware, a character can use this ability to spend a point of Edge and get a Defense Test. In roleplaying terms, this could mean they catch a glimpse of the incoming attack in a mirror, trip at the right moment, or pay attention to the tingle running up their spine. The point is they get lucky for that one moment and get a chance to avoid a lot of incoming pain.

LUCKY COVER

The target can spend Edge to find a fortunate chunk of cover—maybe ground thrown up by a grenade explosion, or a rolling industrial barrel, or an extra large wandering devil rat. The cover can provide a place to hide during Suppressive Fire or provide a Defense Test bonus for cover during a regular attack. This use of Edge even provides a chance at cover during Enhanced Suppression or Flechette Suppressive Fire.

NEW QUALITIES

It's not always about how good of a shot that street sam is with his tricked out Crusader. Often it's the variables, the intangibles, that make runners rise to the moment, demonstrating abilities that can turn the tide in a gunfight. Qualities are those intangibles.

POSITIVE QUALITIES

ACROBATIC DEFENDER (–4 KARMA)

Duck, dive, twist, and twirl, just put on a good enough floor show to keep whatever is coming your way from landing on your face. This quality allows the character to use their Gymnastics skill in place of their Willpower while using Full Defense. Including this skill in the Defense Test means that their Physical Limit also applies.

AGILE DEFENDER (–3 KARMA)

Speed kills, but quickness and agility can be the key to avoiding a speedy death. This quality allows the character to use their Agility in place of their Willpower attribute while using Full Defense.

BRAND LOYALTY (–3 KARMA)

Brand loyalty is taken to extremes in the Sixth World with individuals brainwashed by their megacorporate masters, especially when it comes to firearms. But sometimes being loyal to a brand can be a good thing. Characters who are brand loyal know the products of their favorite brand inside and out. The quality has two levels; Manufacturer and Product. At the Manufacturer level, characters choose a corporate or manufacturer brand, i.e. Ares, Saeder-Krupp, Krime, H&K, Novatech, etc., and gain a +1 dice pool bonus on every roll involving gear made by their manufacturer. At the Product level the bonus is only conveyed on a single item, i.e. Predator IV, S-K-Bentley Concordat, Krime Kannon, HK227, Novatech Airware, etc.

On the downside, due to this narrow focus the character suffers a -1 dice pool penalty whenever working with a piece of gear not made by their preferred Manufacturer. At the Product level the -1 dice pool penalty is applied to all products of the same type, i.e., heavy pistols, cars, SMGs, assault cannons, commlinks, etc.

ONE TRICK PONY (–7 KARMA)

You've watched the same action trid or chipped your way through the same simsense so many times you actually know how to do that really cool move the star always uses. This quality allows the character to choose one Martial Arts technique they can do without first learning the associated Martial Arts style.

PERCEPTIVE DEFENDER (–4 KARMA)

Sometimes keeping yourself alive is about staying alert and keeping an eye out for incoming trouble, about knowing what's coming before it's time to duck or dive for cover. This quality allows the character to use their Perception skill in place of their Willpower attribute while using Full Defense. Including this skill in the Defense Test means that their Mental limit also applies.

SHARPSHOOTER (–4 KARMA)

Through focus and vigilance it's possible to hone a shooting skill to the point of an excess of precision. This honing means that specific techniques are trained to the point of perfection, but in that training, other, more basic maneuvers are skipped over. Characters with this quality are more skilled at making Called Shots, but at the cost of their basic shooting skills. Penalties for Called Shots are decreased by 2, while all other Ranged Attack actions suffer a -1 dice pool penalty.

TOO PRETTY TO HIT (–3 KARMA)

It's more about force of personality than actually being pretty—sometimes a character just has a presence about them that keeps people from shooting straight. The character can use their Charisma attribute instead of their Willpower attribute while using Full Defense.

NEGATIVE QUALITY

COMBAT JUNKIE (+7 KARMA)

The character just can't keep from starting fights. His first solution is always fight, and so is his second, third, and fourth. If someone suggests more options than that to the character, they've probably been punched already. The point is, no matter what the actual plan is, this character will always look for a chance to get a little combat on.

This quality manifests in two different ways. If the character is in a stressful situation, they must make a Composure (4) Test in order to restrain themselves from just punching their way out of the situation. If they are following a plan and an unexpected event occurs, their first reaction will be to opt for violence unless they succeed in an Intuition + Logic (4) Test and remember to stop and think about whether there might be a better option. The character is always free to not make a test and just give into their violent instincts—and deal with whatever consequences follow.

MARTIAL ARTS

MARTIAL ART STYLES

IT'S ALL ABOUT HOW AND WHERE YOU HIT

A person can be very good at dishing punishment out and taking a hit without any formal training. There's no instructor needed to tell you to ball up your fist, or to swing your foot and connect with something vital; to duck as a sword is swinging toward your head, or run for cover when bullets are flying at you. Combat skills encompass the basics of close-combat actions and associated moves (Block, Charge, Dodge, Escape, Grapple, Parry, and Subdue), and the skill rating and specialization in a close-combat skill represents how well a character performs actions along with their general style of completing said action. Martial arts styles may also be selected as specializations for the normal cost of 7 Karma—selecting that specialization provides a +2 bonus when using that technique.

Each martial art style has six techniques for a character to choose (listed under Available Techniques). Buying a new style costs 7 Karma, and when you buy that style you may then choose a technique to go with it. Buying additional techniques costs 5 Karma. At character creation, you can buy up to 5 total techniques, in a single style, which costs 27 Karma. You can only buy one style at character creation.

After character creation, the character can continue to learn techniques within the martial art style or pick up a new martial art style. Each technique within the style takes 2 weeks to learn and the same Karma cost. A character can learn a new technique in a different martial art style, but they must spend the time to learn that style of fighting as well. Each new style takes 1 month to learn and costs 7 Karma for the style and the first technique; that time includes the learning of the technique. Once a style is known techniques within that style cost 5 Karma and 2 weeks to learn. A character can learn multiple styles, but there is a limit in how much stacking a character can get away with. You cannot gain more than a +2 bonus or a reduction in modifiers by more than 2 from purchasing the same technique from two different martial art styles.

LEARNING MARTIAL ARTS

DESCRIPTION	LEARNING TIME	KARMA	INSTRUCTION COST
New Technique	2 weeks	5	1,500¥
New Style	1 month	7	2,500¥

Note: The learning of a new style comes with one technique available under that style.

52 BLOCKS

Those that have spent any time in prison may have heard of the 52 Blocks. It's a mixed martial art style of unarmed strikes and blocks within a confined space and possibly handcuffed. The intent of 52 Blocks is self-defense and survival. The moves are quick and dirty, designed for effect and effectiveness, not finesse. It's not a style that is taught, especially outside prison and is usually learned the hard way.

Available Techniques: Called Shot (Disarm), Kick Attack, Multiple Opponent Defense (Defender has Defended), Pouncing Dragon, Randori (Dirty Trick), Rooted Tree

AIKIDO

Aikido is similar to Jujutsu in that it primarily involves using Yielding Force; that is, using the opponent's force and momentum against him. This requires the character trained in Aikido to use little effort in defending and attacking his opponent. Aikido is taught by many masters in dojos in Kyoto and Neo-Tokyo, and they require their students to study Japanese philosophy in addition to their martial art techniques. Variations, such as the French Kinomichi, can be found outside Japan.

Available Techniques: Called Shot (Disarm), Constrictor's Crush, Counterstrike, Throw Person, Yielding Force (Counter Strike, Throw)

ARNIS DE MANO

Arnis De Mano is a two-weapon fighting style that typically uses two rattan sticks, but it can also involve two daggers, or a stick and a dagger. It is less formal than the Fiore dei Liberi style, and often focuses on learning how to fight prone or using what's available to your advantage. Arnis De Mano, Escrima, and Kali styles are from the same family of Philippine martial arts.

Available Techniques: Close-Quarter Defense Against Firearms, Multiple Opponent Combat, Opposing Force (Parry), Randori (Vitals), Two-Weapon-Style Attack, Two-Weapon-Style Defense

BARTITSU

Bartitsu is the gentleman's martial art style. Its most famous practitioners—including Sherlock Holmes and John Steed—may be fictional, but it is a real martial art that trains people how to use walking sticks or umbrellas, items that the everyday person might carry, as a weapon. This martial art has continued to exist through self-defense classes throughout Europe and for those of the upper crust. A similar combat variation to Bartitsu is Bataireacht from Tír na nÓg, which focuses on the use of a cudgel or shillelagh.

Available Techniques: Ballestra, Bending of the Reed, Called Shot (Disarm), Kick Attack, Riposte, Sweep

BOXING (BRAWLER STYLE)

Using less finesse and footwork than Classic boxing, the Brawler style focuses on force and attempting to knock out the opponent before they can get in a damaging blow. You see the Brawler boxing style more often in street fighting than you do in the ring. Similar styles include Musti-yuddha from India, a boxing style that includes head butts, finger strikes, and no one who is faint of heart.

Available Techniques: Clinch, Full Offense, Haymaker, Opposing Force (Block), Stagger, Thunder Strike

BOXING (CLASSIC STYLE)

This is the style of professional boxing with faster, longer jabs and punches, relying on reach and footwork to get out of the way of the opponent's incoming blows. While punching another person in the face has been around since the dawn of time, this style of combat is based on 18th century rules of combat. This would include opponents fighting upright, not purposely hitting below the belt, and no biting a person's ear off (usually). Dornálaíocht, an Irish style of boxing, is close to the Classic style of boxing, while bare-knuckled boxing relies more on blocks than dodges.

Available Techniques: Bending of the Reed, Called Shot (Feint), Haymaker, Oaken Stance (Defense Against Being Knocked Down), Opposing Force (Block), Silken Storm

BOXING (SWARMER STYLE)

The Swarmer style consists of using a flurry of blows, moving inside the reach of the opponent, and keeping mobile to dodge the opponent's punches. This style has some of the same finesse as the Classic style, but it is fast and furious, both with constant movement and quicker punches.

Available Techniques: Bending of the Reed, Called Shot (Feint), Clinch, Haymaker, Silken Storm, Two-Headed Snake

CAPOEIRA

Brazilian style martial arts that include elbow slams, leg strikes, and head butts. It originated with African slaves in Brazil, and its moves were disguised as a fast-moving dance. Because practitioner's hands were manacled, offensive maneuvers focused on kicks and sweeps.

Capoeira was taught secretly in societies called *quilombos*. During the 1900s there was attempted prohibition on *quilombos* and those who practice it. The practice went underground for a while until the 1940s, when it was legalized.

Available Techniques: Bending of the Reed, Called Shot (Feint), Kick Attack, Kip-up, Sweep, Tricking

BOXING

This is what it's always been—the simple sport of two men punching each other in the face till one falls down. In ancient history this was a matter of survival if the person couldn't find a rock or stick. It wasn't until the time of the Greeks and Romans that it would become a spectator sport and introduced into the Olympics. At that point, rules were defined and people started getting into various styles of boxing as a martial art. Boxing remains a popular international sport in the Sixth World with three separate federations each offering titles in eleven weight-based classes. Different boxers have different styles, which can generally be divided into the three styles displayed here: Brawler, Classic, and Swarmer.

CARROMELEG

Some believe that this martial art dates back further than any other—as far back as what is theorized to be the Fourth World, when elves previously lived among humans. This art is a concentration of will and energy. There is no outward stance of someone ready to employ Carromeleg. It is the silence before the explosion as the practitioner of Carromeleg waits till the last moment before striking or counterstriking the opponent. When two masters meet, it is sometime anticlimactic as they size up their outward stance; what follows is a silent battle of will, which ends when one bows, ending the contest. It is only taught to elves and it is fiercely guarded by masters who want to keep it as an elven tradition. Bounties have been placed on those who attempt to teach this martial art to outsiders.

Available Techniques: Counterstrike, Iaijutsu, Imposing Stone, Riposte, Shadow Block, Stagger

CHAKRAM FIGHTING

This martial art style originated in India in the Eighth century, with the use of the chakram, a circular weapon with a sharpened outside edge. Since then it has been copied in Mongolia, Tibet, Malaysia, and Indonesia with variations in the design of chakram. The chakram can be worn on the head, arm, or wrist to be used in melee combat or damage an opponent while clinching or subduing them. The chakram can also be thrown at ranged targets. The tanjani technique is where the chakram is spun around a finger, adding range and power before it is hurled at a target. In 2061 chakram bracelets became a fad for a while as both a weapon and fashion statement.

Available Techniques: Called Shot (Pin), Close Quarter Firearms (Thrown Weapons), Knucklebreaker (Blast Out of Hands), Multiple Opponent Defense (Friends in Melee), Opposing Force (Block), Ti Khao

DRUNKEN BOXING

Drunken Boxing, or Zui quan, is a style that replicates the movements of someone who is drunk. Movements within this style are about making combat unpredictable for an opponent. While looking unbalanced, a master of drunken boxing is skilled in balance and acrobatics. Though the technique does not need the practitioner to consume alcohol and literally become a drunken boxer, some take it too literally. Drunken Boxing teachings were banned in several NANs due to the behavior it caused.

Available Techniques: Called Shot (Disarm, Feint), Defiant Dance, Full Offense, Karmic Response, Two-Headed Snake

SWORD FIGHTING

Street samurai love their swords, but the classic weapon of street sammies is the katana. In fact, sales of katana-design swords have exceeded all other sword sales over the past fifty years thanks to all of the street samurai wannabes out there. Still, there are other martial art styles of sword fighting that are used today around the world that don't use a katana. In Europe, there are three styles of swordplay to choose from: Fiore dei Liberi's two-weapon sword fighting, Kunst des Fechtens's longsword fighting style, and La Verdadera Destreza, which uses a rapier and is the progenitor of modern fencing. Competition with Kenjutsu's style of fighting with a katana includes the Wudan Sword style using the Jian, or double-edged. straight sword.

FIORE DEI LIBERI (TWO WEAPON SWORD FIGHTING)

The great Italian fighter of the fourteenth century, Fiore dei Liberi was both a mercenary and a fencing master. Toward the end of his fighting career, he published a martial arts manual of his various fighting techniques. One of the emphases with this style was that of the sword and dagger techniques. His preferred weapon was the longsword, which places this weapon style between Kunst des Fechten and Destreza.

Available Techniques: Called Shot (Break Weapon), Opposing Force (Parry), Riposte, Two-Weapon-Style Attack, Two-Weapon-Style Defense, Yielding Force (Riposte)

FIREFIGHT

Firefight is a unique combat training style first developed by Ares in 2068 based on existing military combat training for urban terrain. It deals specifically with fighting in close quarters against both ranged and melee opponents. Those who practice Firefight learn how to use a firearm effectively while in melee combat. Originally only Ares FireWatch teams learned these proprietary techniques, but through espionage and shadowrunners, a few mercenary groups and security forces have learned similar training techniques.

Available Techniques: Clinch, Close Quarter Defense Against Firearms, Close Quarter Firearms (Pistols), Multiple Opponent Defense (Friends in Melee), Oaken Stance (Defense Against Being Knocked Down, Defense Against Being Charged)

GUN KATA

Also known as Gun Fu, this martial art style is what all the fan boys want to know how to do after watching the action trids. It's also the style that leads to the most accidental shooting incidents and elbow injuries from people thinking it's best to hold a gun sideways. The real form of the art, as opposed to the one seen in trids, has some similarities to Ares Firefight, but with more flourish and flair. Additionally, the gun is used as both a ranged and melee weapon. There are synergies between Firefight and Gun Kata, and often after learning one, the martial artist will continue with the other. Guns used with Gun Kata have to be custom designed for impact and tricked with melee accessories. Few armorers can do such work, which means that each piece is unique enough often to identify the artist. Gun Kata practitioners also modify their smartlink so as to not receive warning feedback for the improper handling of a firearm and useless targeting data that does not account for their unorthodox uses of their weapons.

Available Techniques: Close Quarter Firearms (Pistols), Kip-up, Multiple Opponent Defense (Friends in Melee), Opposing Force (Block), Tricking, Stagger

JEET KUNE DO

Jeet Kune Do is a martial art style developed by the master martial artist Bruce Lee. While it wasn't fully defined before his death, it continued to progress based on his original teachings. Jeet Kune Do is sometimes practiced by adepts with a belief that their mentor spirit is Master Lee himself. Jeet Kune Do emphasizes counter strikes and the intercepting fist.

Available Techniques: Bending of the Reed, Counter Strike, Kick, Opposing Force (Block), Randori (Vitals), Yielding Force (Counter Strike)

JOGO DU PAU

This Portuguese martial art style revolves around the use of a staff. It is said to have begun with the versatility of the staff as a tool in climbing rural terrain, crossing rivers, and defense against wild animals. While it's been in decline since the 20th century as people moved to

cities, it has made a bit of a comeback for people who want something to fall back on when a gun or knife isn't available.

Available Techniques: Barbed Hooks, Herding, Oaken Stance (Defense Against Being Charged, Defense Against Being Knocked Down), Opposing Force (Parry), Pouncing Dragon

JUJITSU

Also known as the Yielding Way, this is a style in which the practitioner uses the force of the opponent against them. It originated in the sixteenth century in Japan where unarmed strikes were ineffective against armored opponents. This martial art uses little or no weapons to defeat even an armed opponent. It focuses on subduing, throws, and disarming an opponent. Descendant styles of Jutitsu include Judo and Shooto, and techniques have been adopted by Aikido, Baritsu, and Brazillian Jujitsu.

Available Techniques: Called Shot (Disarm), Chin Na, Clinch, Sacrificial Throw, Sweep, Throw Person

KARATE

Karate is full-contact striking combat with over seven hundred years of use, and through all those years there were various kata or models of karate created. Only a dozen or so are accepted in tournaments and sporting events. Similar styles include Hwarang-do, Wushu, and Zen Do Kai. All three emphasize kicking, grappling, and striking. More advanced practitioners learn the use of weapons along with foot and fist.

Available Techniques: Counter Strike, Kick, Kip-up, Opposing Force (Block), Sweep, Yielding Force (Counter Strike)

KENJUTSU

Kenjutsu is the all-encompassing term for the various Japanese schools of swordsmanship. Most commonly kenjutsu was fought with wooden swords (bokken) and as an art rather than combat. With the reintroduction of the samurai as a way of life, Kenjutsu and Nitojutsu styles of combat using the iconic katana also returned.

Available Techniques: Bending of the Reed, Finishing Move, Iaijutsu, Multiple Opponent Combat, Multiple Opponent Defense (Friends in Melee), Opposing Force (Parry)

KNIGHT ERRANT TACTICAL

Knight Errant Tactical training is high-threat response that emphasizes the ability to neutralize the opponent as a threat. One part of their training has been to disable the opponent's weapon, either through bricking or by force. Such techniques have been coveted by other security forces in beefing up their own training course.

Available Techniques: Barbed Hooks, Broken Fang, Called Shot (Break Weapon), Close Quarter Defense Against Firearms, Hammer Fist, Imposing Stone

KRAV MAGA

This martial art style was developed in Israel for the defense forces. It's a brutal mix of Muay Thai, boxing, and wrestling. Krav Maga emphasizes threat neutralization and has been adopted by Middle Eastern police and security forces. Other comparative training styles include ROSS, SAMBO, and MCMAP, which also adopted the same techniques. CAS and UCAS training have to stay competitive with other nations, so with MCMAP, they encourage soldiers to train in an additional martial art style such as Karate or Jujitsu.

Available Techniques: Called Shot (Disarm), Clinch, Constrictor's Crush, Imposing Stone, Releasing Talons, Ti Khao

THE WAY OF THE SAMURAI

The way of the samurai is not a game; it's a way of life and a way of thinking. It stresses frugality, loyalty, martial arts, and honor until death. The samurai trace their origins to medieval Japan. They became a cultural class after the emperor disbanded his army, leaving no one to protect the people. In response, the clans created the samurai to protect themselves and their own. They developed a code, similar to the ideals in chivalry in Europe, that governed how they protected and treated others. This way lasted for several hundred years and even became the basis of several laws. By the nineteenth century the samurai as a way of life declined as the government changed and social reforms abolished the samurai class for more modern concepts.

During the twenty-first century, corporations gained power becoming independent of government. The poor got poorer, the rich got richer. This brought on the old need of people building protections for themselves, and the samurai was reborn. Concepts of loyalty, martial arts, and honor until death still ring true with today's samurai. Frugality, however, was replaced with survival to meet with events of today.

KUNST DES FECHTENS (LONGSWORD FIGHTING)

German for the Art of Fencing, this line of teaching covers the use of a longsword and two-handed blades. Kunst des Fechtens is about slashing strokes rather than thrusts. Like the Wudang Sword, Kunst des Fechtens swordplay revolves around five major movements and twelve minor movements, all focused on timing and stance. This style is more aggressive, using leverage and brute strength to take down an opponent.

Available Techniques: Half-Sword, Multiple Opponent Combat, Opposing Force (Parry), Pouncing Dragon, Riposte, Yielding Force (Riposte)

KYUJUTSU

"The Art of Archery" as it is known, is one of the weapon techniques learned by samurai. This was the art that was used in battle in early Japan. By the late 16th century it declined due to the increased use of firearms. Kyujutsu survived as a practice along with the more formal Kyudu, the way of the bow, which emphasizes aesthetics rather than fighting. By the 21st century, Kyujutsu was revived once more with the return of the samurai as a way of life. Instead of the traditional yumi bow, practitioners took up more modern compound bows.

Available Techniques: Called Shot (Pin), Close Quarter Firearms (Archery), Hammer Fist, Knucklebreaker (Blast Out of Hand), Soaring Shackles, Tricking

LA VERDADERA DESTREZA (RAPIER FIGHTING)

This Spanish swordsmanship was compiled in the sixteenth century, separating itself from other European styles with the emphasis on circular movements with a sword and relying on thrusts and ripostes with a rapier. The modern fencing sport descends from the Destreza style of swordplay. Masters of the art, Camillo, Agrippa, and Thibault, have all lent their names to specific defensive and offensive strategies with the sword. Most of the trid star combat with swords is tied to this technique, as it has the most flourish and flash.

Available Techniques: Ballestra, Multiple Opponent Combat, Multiple Opponent Defense, Opposing Force (Parry), Riposte, Yielding Force (Riposte)

LONE STAR TACTICAL

Lone Star Tactical training revolves around crowd control and combat in groups engaging multiple opponents. They also understand the importance of disabling an opponent's weapon, while knowing that bricking firearms is a higher priority than making people drop a sword or stick.

Available Techniques: Called Shot (Break Weapon), Close Quarter Defense Against Firearms, Herding, Multi-

ple Opponent Defense (Defender Has Defended Against Previous Attacks), Oaken Stance (Defense Against Being Charged), Rooted Tree

MUAY THAI

Often referred as Thai Boxing, Muay Thai is a professional sporting style emphasizing swift and brutal strikes with legs, knees, and elbows. It's been part of Thailand's military training regime and has become a popular sporting event on the trid. Since the early 2030s it has perennially been one of the top five most watched national sporting events alongside longtime favorites like boxing and newer hip sports such as urban brawl.

Available Techniques: Clinch, Crushing Jaws, Finishing Move, Kick, Thunderstrike, Ti Khao

NINJUTSU

Ninjutsu is the art of unconventional and guerrilla warfare from Japan. It's also known as the way of the Ninja. There are eighteen different disciplines within ninjitsu focusing on sword combat, staff fighting, unarmed combat, and even pyrotechnical techniques. The Ninjutsu style presented focuses on close-combat skills.

Available Techniques: Counter Strike, Dim Mak, Flying Kick, Kick Attack, Randori (Dirty Trick), Tricking

OKICHITAW

This combat style was based on the Cree style of combat blended with Judo and Tae Kwon Do. For the NAN, it became basic training for the military. For the Sioux, it's mandated as part of the required year of service before advancing to Wildcat training. The main weapons used with this martial art are the Gunstock War club and long knife; the styles also cover unarmed combat techniques based on hand positions with these weapons. Other weapons learned with Okichitaw are the tomahawk and plains dagger.

Available Techniques: Called Shot (Pin), Counter Strike, Hard Technique (Parry), Randori (Vitals), Shadow Block, Sweep

PARKOUR

While not combat related, this style has to be mentioned as a collection of gymnastic techniques to move a character quickly and effectively around in any terrain. It originated as military obstacle training and has progressed into an urban style of travel. Since the 1980s, Parkour been used in dense urban environments for those who couldn't afford their own transportation. Various gangs like the Spiders in Seattle actively train their members in Parkour.

Available Techniques: Bending of the Reed, Kip-up, Leaping Mantis, Monkey Climb, Rolling Cloud, Shadow Block

PENTJAK-SILAT

An ancient martial art from Indonesia that is over a thousand years old, Pentjak-Silat is actually an umbrella term for several techniques. It teaches the use of several weapons such as the kris and focuses on striking vital points of the opponent. It is predominantly practiced in Indonesia. Adepts have discovered that this style is effective and potent when used with weapon foci.

Available Techniques: Called Shot (Break Weapon, Disarm), Dim Mak, Jiao Di (Charge), Randori (Vitals), Silken Storm

QUARTERSTAFF FIGHTING

Quarterstaff combat differs from Baritsu in that it uses a longer weapon and the style allows for multiple strikes by holding the weapon in the center. Quarterstaff fighting is traditionally European, but similar styles include Bojutsu and Gun. It's all about keeping the staff in front of you and moving to shield you from blows while looking for the opportunity to get a strike in. A modern version of this style using the vibranox staff is based on a fictional trid called Denn'Bok.

Available Techniques: Jiao Di (Knock Down), Multiple Opponent Combat, Opposing Force (Parry), Sweep, Stagger, Thunderstrike

SANGRE Y ACERO

Also known as Eztlitzli and Ars Cybernetica, this is a brutal style of cybernetic combat that originated in the darker corners of Tenochititlan. In the gladiator pits, fighters sport new and deadly cybernetic weapons to surprise their opponents. Anyone who thinks that they can fight in those pits without augmentations quickly find themselves as barghest chow the next day. This style is only practiced in Aztlan, and it has two types of practitioners: those that have survived and live in sponsored luxury and those that are dead.

Available Techniques: Called Shot (Break Weapon), Clinch, Crushing Jaws, Finishing Move, Pouncing Dragon, Tricking

TAE KWON DO

Tae Kwon Do is a striking style of martial art developed over a century ago in Korea. It mainly consists of kicks and punches from a mobile standing position. It distinguishes itself from karate with high kicking and fast hand techniques.

Available Techniques: Counter Strike, Flying Kick, Kick, Opposing Force (Block), Sweep, Tricking

THE COWBOY WAY

The Cowboy Way, named after more iconic American practitioners, has its origins further back with the Huns, Tartars, and even Persians who used the lasso in hand

to hand combat to ensnare opponents and to drag them off horses or out of formation to be killed. Today the technique includes a mix of gun fighting, rope use, and unarmed combat stylized by trids. It does not require wearing a ten-gallon hat, but some practitioners do anyway. Especially those with Distinctive Style.

Available Techniques: Called Shot (Entanglement), Hammer Fist, Haymaker, Knucklebreaker (Blast), Stagger, Tricking

TURKISH ARCHERY

Turkish Archery has two unique combat actions: Jarmakee and Majra. Jarmakee is a balanced stance allowing the archer to shoot from behind the head to give a better angle without exposing herself to an opponent. Majara is overdrawing; using shorter arrows with an accompanying tool. The intent, as the story goes, is that the opponent then couldn't use the arrows to fire back. There are few practitioners of Turkish Archery, with most people preferring firearms and smartlinks, but there are still tournaments held in Istanbul.

Available Techniques: Called Shot (Pin), Close Quarters Defense Against Firearms, HammerFist, Silken Storm, Soaring Shackles, Thunder Strike

WHIP FIGHTING

Whip Fighting as a martial art style comes mainly from the Philippines. Latigo y Daga (Whip and Dagger) focuses on the use of flexible weapons; other martial art styles, such as caci and wushu, use weapons such as chain whips, but do not emphasize it as a primary weapon. Whip Fighting covers entanglement of an opponent and, like a lion tamer, herding multiple opponents with the crack of the whip.

Available Techniques: Bending of the Reed, Called Shot (Entanglement), Hammer Fist, Herding, Multiple Opponent Defense (Friends in Melee), Multiple Opponent Combat

WILDCAT

Wildcat is an advanced martial art style that builds on Okichaw basic training for the Sioux Nation Special Forces. It combines the more deadly parts of several martial arts like Aikido, Muay Thai, and Karate. Unlike Krav Maga, which emphasizes opponent neutralization, Wildcat employs more lethal techniques to disable opponents. A few other NAN special forces have their version of Wildcat style, but most prefer alternatives like Krav Maga. Some Amerind gangs with ex-Wildcats practice the Wildcat style of combat, with the vets passing their knowledge on to their gang members.

Available Techniques: Clinch, Counter Strike, Dim Mak, Finishing Move, Multiple Opponent Combat, Ti Khao

WRESTLING (SPORT STYLE)

This is the revered ancient art of throwing your opponent to the ground and holding him there till he cries "uncle." Wrestling is one of the oldest forms of combat. Reportedly existing for some four thousand years, with more formal rules from all over the world. Grappling your opponent and subduing him is the key strategy with this style while throwing him to the ground is optional. Several folk wrestling styles including Mongolian Bökh and Cambodian Bok Cham Bab have similar rules to the Sport style of wrestling.

Available Techniques: Clinch, Constrictor's Crush, Jiao Di (Knock Down), Karmic Response, Sweep, Throw Person

WRESTLING (SUMO STYLE)

Sumo is a competitive full-contact wrestling sport where the *rikishi*, or wrestler, attempts to force another wrestler out of the ring or to touch the ground with something besides their feet. While the only place hosting Sumo as a professional sport is Japan, there are smaller tournaments in North America and parts of Asia where metahuman exiles have continued the sport. There have been a number of international contenders in the sport, but they have been extremely limited by the Sumo Association, which is believed in some quarters to actively work to keep the sport from being dominated by foreigners. In Africa, Senegalese, or folk wrestling, has similar rules in that the winner must throw the opponent out of the ring; the same goes for Inbuan wrestling in India.

Available Techniques: Barbed Hooks, Clinch, Herding, Jiao Di (Knock Down), Rooted Tree, Throw Person

WRESTLING (PROFESSIONAL STYLE)

Professional Wrestling is a mix of wrestling and theatrics loosely based on the sporting style rules of wrestling. Make no mistake, though—whether the outcomes are pre-determined or not, the style requires significant strength, coordination, and athleticism. Originating in the early twentieth century, the Professional style includes the basic classic techniques, which are then enhanced in spectacular displays. A sacrificial throw in professional wrestling is a suplex, while a sacrificial move is called a spear. Professional wrestling has various cultural and dramatic flavors. Someone may think that this is not a style of martial arts—until they get a flying elbow to the face.

Available Techniques: Clinch, Jiao Di (Charge), Karmic Response, Sacrifice Throw, Tricking, Yielding Force (Throw)

WRESTLING (MMA STYLE)

MMA, or Mixed Martial Art, style is a full-contact sport of punches, kicks, and subdual holds mixing boxing and wrestling. MMA has its roots in Greco-Roman sport of Pankration with the same objective of beating the opponent into unconsciousness or submission. MMA is mostly a North American sport with similarities to Brazilian Jiu-Jitsu and Shoot Wrestling in Asia. Popular Aztechnology trideos include gladiatorial MMA and Brazilian Jiu-Jitsu fights with frequent gory injuries.

Available Techniques: Clinch, Constrictor's Crush, Crushing Jaws, Jiao Di (Knock Down), Kick, Pouncing Dragon

WUDANG SWORD

Wudang Sword is part of the greater wudang martial arts tradition. This style has been passed down for hundreds of years and coveted as one of the greatest sword styles from China. Many variations of sword techniques in other Chinese martial arts derive themselves from Wudang sword, but none surpass it. It consists of one sword with six sections and 132 movements. The style is beautiful with graceful lunges and jumps. Wudang Dui Jian is the dance that occurs when two Wudang sword masters meet.

Available Techniques: Ballestra, Finishing Move, Flying Kick, HammerFist, Iaijutsu, Riposte

MARTIAL ART TECHNIQUES

These martial art techniques cover various new actions, Called Shots, and bonuses to actions that can be learned in a martial art style. These techniques can only be purchased through a martial art style or the One Trick Pony Quality (p. 127). Note that characters should use each technique as appropriate to the martial art style even though the technique is available for various styles. For example, while the brawl style of boxing includes the Jiao Di technique, it should represent hook and jab combinations to knock down an opponent.

Whenever a Called Shot is used as a technique it means one of two things. If the Called Shot is normally available to everyone, the character can reduce the Called Shot modifier by 1 for that Called Shot. If the Called Shot description includes an action that requires Martial Arts training, then the character is allowed to use that technique but gets no reduction in the Called Shot modifier.

BALLESTRA (CLUBS/BLADES ONLY)

See p. 119.

BARBED HOOKS (CLOSE COMBAT ONLY)

The character is quick to strike out at opponents as they move within his space. The technique provides a +1 die bonus to Interception Interrupt Action tests.

MARTIAL ART STYLES

Each style can be used as a skill specialization. Some of these styles can be a specialization for a combination of skills. The gamemaster determines if it is allowable for that skill.

Examples: Chakram Fighting can be applied to both the Exotic Ranged and Melee Weapon skill; Gun Kata can be applied to both firearms and clubs.

UNARMED COMBAT

- 52 Blocks
- Boxing (Brawler style)
- Boxing (Classic Style)
- Boxing (Swarmer Style)
- Carromeleg
- Drunken Boxing
- Jujitsu
- Karate
- Krav Maga
- Muay Thai
- Sangre y Acero
- Tae Kwon Do
- Wrestling (MMA style)
- Wrestling (Professional style)
- Wrestling (Sport style)
- Wrestling (Sumo Style)

FIREARMS

- Firefight
- Gun Kata
- The Cowboy Way

GYMNASTICS

- Parkour

BLADES

- Fiore dei Liberi (Two Weapon Sword Fighting)
- Kenjutsu
- Kunst des Fechtens (Long Sword Fighting)
- La Verdadera Destreza (Rapier Fighting)
- Wudang Sword
- Pentjak-Silat

CLUBS

- Bartitsu
- Jogo Du Pau
- Quarter Staff Fighting

ARCHERY

- Kyujutsu
- Turkish Archery

BENDING OF THE REED

There's two ways to face an opponent's attack: meet it head on or not be there. Bending of the Reed is the approach of avoiding an attack by being more flexible and using gymnastics to not be there when the strike occurs. This technique grants a +1 die bonus to Defense Tests when using the Dodge Interrupt Action.

BROKEN FANG

Broken Fang is a set of strikes that specifically target various weapons in order to make them less effective when used. Even a slight bend in a sword can cause a strike to miss its mark. Reduce Called Shot penalty by 1 for Called Shot (Break Weapon).

CALLED SHOT (BREAK WEAPON)

See p. 111.

CALLED SHOT (DISARM) (UNARMED COMBAT ONLY)

See p. 111.

CALLED SHOT (ENTANGLEMENT) (EXOTIC WEAPON ONLY)

See p. 111.

CALLED SHOT (FEINT) (CLOSE COMBAT ONLY)

See p. 111.

CALLED SHOT (PIN) (ARCHERY OR THROWN WEAPON)

See p. 112.

CHIN NA

Chin Na is the art of catching and locking joints. There are seventy-two specific techniques, including small joint manipulation. The proper pulling or bending of fingers, wrists, or toes gives a weaker character more leverage over a stronger opponent. Add +2 to the Physical Limit of the character for Subduing Actions.

CLINCH

See p. 119.

CLOSE QUARTER FIREARMS (RANGED WEAPONS ONLY)

In the early use of ranged weapons when the enemy charged in with swords and axes, this sort of training helped keep the archer alive. Today this technique has been modified to be effective with firearms while in close-quarter combat with an opponent. This has been effective against being charged by an opponent or within a mixed amount of close combat and exchange of fire. Close Quarter Firearms is learned for a specific Ranged Weapon Skill. Reduce the ranged combat Attacker in Melee Combat modifier by 1 for the character when using Firearms, Bow, or Throwing Weapons Skill (depending on the Martial Art style it's tied to). This technique can be selected more than once to gain each skill.

CYBERNETICS AND MARTIAL ARTS

With cybernetics, there are a few extra details that come up when mixing them with martial art styles and techniques. Here are a few that come up.

CYBERNETIC LIMBS AND HANDS

The Strength Rating of individual cybernetic limbs or partial cybernetics can be used on various techniques. When applying subduing damage to an opponent, the character could use their individual hand, arm, or leg Strength in the attempt, as various choke holds can be done either with the arm (example: half-nelson) or hand (example: trachea choke hold) or leg (triangular choke hold).

HAND RAZORS, BLADES, AND SPURS

While these weapons work well in slicing up an opponent, they are not compatible with all actions and techniques. For example, when attempting to throw, grapple, subdue, or disarm an opponent, the character does not get the cyber weapon specialization bonus dice. Additionally, cybernetic weapons can be damaged and broken in combat. This is especially true in Sangre y Acero style of combat. Because the attack using a cybernetic melee weapon is based on the Physical Limit of the character, it doesn't make sense to reduce the Accuracy of the weapon (that would be a Called Shot to a location). Instead, a successful Called Shot reduces the AP value by 1. If a cybernetic weapon is damaged more than once this way, it can no longer retract properly (if said cyber weapon was retractable). Damage to cyber weapons can only be repaired by a cybernetic specialist at one tenth the price of the cyberware being repaired and require a Logic + Cybertechnology [Mental] (10, 1 hour) Extended Test to complete.

SKILLWIRES

While skillwires help with the applicable skill rating for a character, they cannot allow the use of martial arts techniques without the character first learning the style and techniques separately.

CLOSE QUARTER DEFENSE AGAINST FIREARMS

The Close Quarter Defense Against Firearms technique teaches the character to avoid getting shot while engaged in close combat. This includes keeping your melee opponent in the line of fire of other opponents and keeping mobile. This technique provides a +1 die bonus to Defense Tests against Ranged Attacks if engaged in close combat.

CONSTRICTOR'S CRUSH

This technique masters various choke holds usually involving constricting air or blood flow to the head, to more quickly subdue a target. +1 DV when inflicting damage on a subdued opponent.

COUNTERSTRIKE

See p. 124.

CRUSHING JAWS

The Crushing Jaws technique covers clinches and locks that bend bone and strain muscles. It covers maneuvers with names like can opener, bear hug, and Boston crab, moves that are illegal for many combat sports as they can cause serious injury or death. The Crushing Jaws technique allows Subduing actions (p. 195, *SR5*) to cause Physical Damage equal to the character's Strength. This technique can only be used once per Combat Turn.

DEFIANT DANCE

This technique keeps the character flexible, helping them know how to turn a disadvantage to an advantage. When the character is attempting to reverse a Subdual hold on him, reduce the Called Shot penalty by 1 for Called Shot (Reversal) or reduce the threshold for the Reversal Interrupt Action by 1 (player's choice).

DIM MAK

Also known as the touch of death, this technique takes advantage of artery and nerve points to cause lasting pain, making the targeted arm or leg ineffective. Reduce Called Shot penalty by 1 for Called Shot (Specific Location). An arm or leg must be the location targeted.

FINISHING MOVE (CLOSE COMBAT ONLY)

See p. 120.

FLYING KICK

See p. 121.

MAGIC AND MARTIAL ARTS

TOUCHING, GRAPPLING, SUBDUING, AND CLINCHING WITH TOUCH SPELLS

When a character and opponent are in physical contact, such as when a magician is being subdued or subduing an opponent, and the magician is casting a spell directed at that opponent, the opponent can only resist the effects of the spell and does not get a Defense Test against the Touch Attack.

MAGICAL MARTIAL ART TECHNIQUES

Some magicians may attempt to fight an opponent using a spell like Magic Fingers. This is a very challenging task with martial arts. This kind of combat doesn't gain the benefits of the Superior Position modifier or Reach, nor does it gain an extra damage advantage, so some techniques do not apply. Visual modifiers apply as the use of the spell is based on line of sight. The gamemaster may apply additional modifiers for any action that requires finesse, such as using Dim Mak, if they feel it interferes with the spellcaster's concentration on their magic.

PHYSICAL ADEPT POWERS WITH TECHNIQUES

Some adept powers have a boost that is similar to a Martial Art technique, such as Rolling Cloud or Light Body. If the adept has both the power and the technique, the rules or bonuses of the power supersede the gains and rules of the technique. This means that the adept doesn't gain benefit from both. If the adept turns off the power, however, she can still use and gain the advantage of the technique. Current list of powers/techniques with such an overlap include:

POWER	TECHNIQUE
Light Body	Rolling Cloud
Light Body	Leaping Mantis
Wall Running	Monkey Climb

FULL OFFENSE

See p. 121.

GRASPING VINES

This technique improves the practice of using a whip, chain, or rope in quickly entangling an opponent. Reduce the Called Shot penalty by 1 for Called Shot (Entanglement) (Exotic Weapon only).

HALF SWORD (BLADE ONLY)

See p. 121.

HAMMERFIST

This technique adapts some of the geometric tricks of shooting pool in determining the angle of attack. The technique teaches the attacker to maximize the force against the weakest part of an opponent's grip on the object to be successful in knocking it out of the opponent's hand. Reduce the Called Shot penalty by 1 for Called Shot (Blast Out of Hands).

HAYMAKER (CLOSE COMBAT ONLY)

See p. 121.

HERDING

See p. 121.

IAIJUTSU

See p. 122.

IMPOSING STONE

This technique is used when intercepting an opponent trying to move past the character. The character places himself in a position in which the opponent cannot progress past him. Add 2 to the character's Damage Value when calculating if the opponent has been stopped by the character's attack. This bonus is *not* added to the actual Damage Value against the opponent—it is only used to determine stopping power.

JIAO DI

Jiao Di, or "Horn Butting," was supposedly used in China to gore enemies of the emperor. The technique allows the character to do more damage when making a charge attack. Using it provides +1 DV on the Charge Action or reduces the Called Shot penalty by 1 for Called Shot (Knock Down). Characters only receive one of these benefits, as listed with the martial art style they select. If they want access to the other bonus, they must select this technique again.

KARMIC RESPONSE

What goes around, comes around. With this technique, the character has practiced not only breaking out of a subduing or clinch attack, but doing it in such a way as to reverse the hold. With this technique, a character may perform a Reversal Action (either Called Shot or Interrupt) instead of an Escape Action.

KICK ATTACK

Yeah, everyone can insert boot in opponent's groin, but not everyone can level a kick to the sternum or raise their leg above their head and drop it like an axe without pulling something. From the traditional back,

side, and reverse kicks to the axe kick, this is a staple of many martial arts. This technique provides +1 Reach to basic Unarmed Combat Actions. Multiple purchases of this technique cannot be combined to give more than a +1 Reach advantage.

KIP-UP (CLOSE COMBAT ONLY)

See p. 122.

KNUCKLEBREAKER (CLOSE COMBAT ONLY)

This technique targets the bones and joints of the fingers on an opponent when removing an object from his hand. He may choose to inflict damage as if it was a normal melee attack when making a Called Shot (Disarm) or Called Shot (Blast Out of Hands). The player selects which of those two Called Shots this technique applies to when they select it; if they want to use it for both techniques, they need to select it again. Damage from a Knucklebreaker is Stun only.

LEAPING MANTIS

This technique pushes the body to the limit in jumping long distances. The character stretches his body out to get the extra distance across a chasm. The end result is the character is Prone, either hanging on to the other edge, or flat out on the other side. The character's maximum horizontal jump distance goes from Agility x 1.5 meters to Agility x 2 meters.

MONKEY CLIMB

This technique lets runners use leverage on various obstacles and wall corners to quickly climb over short walls. Usually the character runs at the wall to gain momentum and then uses that energy to their advantage. For any wall of a height of 5 meters or less, this technique allows the character to climb unassisted at the assisted climbing speed of 1 meter per hit.

MULTIPLE OPPONENT COMBAT

Some characters are used to fighting multiple opponents at the same time—or at least pissing off multiple people at the same time, who then want to hurt him. This technique is a specific freestyle of attacking and defending against multiple opponents in quick succession without knowing who will attack first. Bouncers, for example, might have become accustomed to dealing with a drunk's buddies when showing the drunk to the door and not knowing which hothead was going to take the first swing. When a character decides to attack multiple opponents (**Multiple Attack Free Action**, p. 196, *SR5*) with each split directed to a different opponent. Characters can add 1 to the total dice pool if fighting two to three opponents, or add 2 to the total dice pool for four or more opponents. This addition is made to the total pool before it is split for each of the attacks.

MULTIPLE ATTACKS AND MARTIAL ARTS

The Multiple Attack Free Action cannot be used with any technique that requires its own action (e.g., Counterstrike, Iaijutsu, Flying Kick, Throw Person). It can still be used with other techniques to reduce modifiers prior to the attack or increase the damage of the attack. It can also be used with certain Called Shot techniques (e.g., Pin, Entanglement). There is a specific martial art technique, Multiple Opponent Combat, that is specifically designed to be used with Multiple Attack Free Action.

MULTIPLE OPPONENT DEFENSE

Sometimes you're banging multiple heads together, other times you have a group of thugs all intent on crushing your skull. In the latter case, use Multiple Opponent Defense to give you a shot at keeping your skull in its proper three-dimensional shape. If you have this and are being attacked in melee combat by multiple assailants, reduce Friends in Melee modifier for the attackers by 1 or reduce the Defender has Defended Against Previous Attacks penalty by 1 (meaning that the -1 die penalty starts on the third attack). Characters can use only one of these options, as noted in their particular martial arts style.

OAKEN STANCE

This technique is practiced in various styles of wrestling; it's known as the Horse stance in martial arts. It allows the character better control of their center of balance to prevent being knocked down or charged in close combat. Add +1 die to the Melee Defense Tests of the character when an opponent is attempting to use Called Shot (Knock Down) against her or +1 die in Melee Defense Tests when receiving a Charge with a Delayed Action. Characters only receive one of these benefits, as listed with the martial art style they select.

OPPOSING FORCE

Opposing Force is the practice of meeting force with force. Various martial arts both in Asia and Europe have this technique in the practice of blocks and parries. It can also be termed as the Strong or Hard technique. Practitioners of this technique get +1 die to Block or +1 die to Parry. Characters only receive one of these benefits, as listed with the martial art style they select.

RELEASING TALONS

This technique is about the character taking the opponent's weapon as smoothly as possible. It reduces the penalty by 1 for Called Shot (Disarm).

SPIRITS AND MARTIAL ARTS

Fighting spirits has become somewhat more familiar in the Sixth World, but it still presents plenty of challenges. Techniques like Dim Mak or knocking down a spirit can be ineffective thanks to the wide anatomical variety spirits display when they materialize. Attempting to suffocate a spirit is impossible, as while they may assume physical forms, they don't actually breathe. And their Immunity Power puts a damper on a lot of styles. No single martial art style deals directly with fighting spirits, but there is a technique for fighting such unusual opponents. The technique is called Neijia, and any character who has purchased a martial art style can learn this technique

NEIJIA

Complex Action

Neijia means internal strength. It's as close as a mundane can get to magical weaponry in fighting spirits. The technique focuses the spiritual and mental strength of the character in order to inflict damage to a Materialized spirit as an Attack of Will. It allows the character to perform a physical version of Astral Combat (p. 315, *SR5*) against Materialized spirits. The style of the attack is based on Tai Chi's soft and fluid motion and mental discipline. The character must first make a successful Touch Attack against the spirit. This can include a Grapple or Clinch, but it also counts if the character has been Engulfed. Using only Willpower vs. Willpower as an attack, the character can impose Charisma + net hits in Stun Damage that the spirit must resist. This damage is not physical, so it cannot be used to take down wards or magical barriers. The character feels drained after making this attack, resisting Stun Damage equal to hits (not net hits) from the spirit defending against the attack. If they are a mage they resist Drain per their tradition; everyone else uses Willpower + Charisma.

RANDORI

This is a freestyle technique of sparring by using any means necessary. While variations are incorporated into martial arts such as Judo and Aikido, the generic technique includes eye gouging and other less than friendly holds and attacks. Reduce Called Shot penalty by 1 for Called Shot (Dirty Trick), reduce the Called Shot penalty by 1 for Called Shot (Vitals), or reduce the Called Shot penalty by 1 for Called Shot (Specific Location (Eye)). Characters only receive one of these benefits, as listed with the martial art style they select.

RIPOSTE

See p. 125.

ROOTED TREE

Rooted Tree allows a character to quickly shift their center of gravity and resist an attack attempting to move them without leaving their spot. It provides +1 to the Physical limit when resisting the Push, Shove, or Sacrificial Move actions.

SACRIFICE THROW

See p. 125.

SHADOW BLOCK

See p. 125.

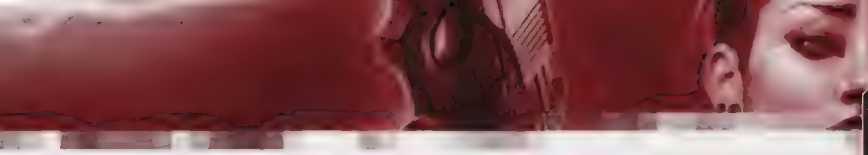
SILKEN STORM

The Silken Storm technique is a series of finesse strikes to the body, aimed at spots that will break or bruise painfully. It can be done with bare hands, with a club, or with the use of both the edge and flat of a blade. This technique reduces the penalty by 1 for Called Shot (Splitting the Damage).

ELECTRICITY DAMAGE AND MARTIAL ARTS

Some weapons seem to be perfectly suited to particular martial arts. Like shock gloves and karate, or a stun baton and baritsu. Notice a common theme? Weapons that deal electricity damage give extra options when using Martial Arts. When a character with a Martial Art training attacks an opponent using a weapon such as a shock glove or stun baton, they have a choice of damage to apply. They can either opt for the normal, non-electric damage of the attack, taking full advantage of any Martial Arts techniques they use, or they can apply the shock damage without the net hits or increases from techniques.

If the character is in touch contact with an opponent from a Grapple or Clinch and has equipment that deals electricity damage, the character may make a Free Action to initiate shock damage to the opponent provided that the gamemaster agrees that the weapon is also in touch contact with the opponent. If the weapon is not in touch contact, it costs the character a Simple Action. The target can attempt to squirm away, but the Grapple or Clinch means they have trouble moving, giving them a –3 dice penalty on their Defense Test. As is the case with Touch-Only Attacks (p. 187, *SR5*), the attack succeeds on a tied roll. As is the case above, neither net hits nor techniques will increase the Damage Value of the weapon when used in this fashion.



FIGHTING IN THE DARK

Martial art styles don't specifically train someone to fight without sight, but there are special students who practice relying on their other senses to achieve success. To this end, they learn how to Strike the Darkness. Any character who has purchased a Martial Art style can learn this technique.

STRIKE THE DARKNESS

This technique reduces the character's reliance on his sight to fight an opponent. It's a mix of using other senses such as hearing and smell and using memory, remembering previous blocks and strikes to predict the opponent's next position. It reduces the penalty for Blind Fighting by 1.

SOARING SHACKLES

This technique focuses the character on the opponent's motions, looking for the intersection of projectile, barrier, and opponent. It reduces the penalty by 1 for Called Shot (Pin).

STAGGER

This technique focuses attacks on sensory and nerve areas to disorient an opponent. This technique covers the ear slap, or a strike to the groin, solar plexus, or throat. It's not the prettiest of attacks, but shadowrunning isn't about appearances. It reduces the penalty by 1 for Called Shot (Shake up) or Called Shot (Specific Location (Eye, Ear, Sternum)).

POUNCING DRAGON (CLOSE COMBAT ONLY)

See p. 122.

ROLLING CLOUDS

This technique is about adjusting the kinetic energies thrust upon a body so that it bends and doesn't break. This includes resisting injuries from falling/jumping from heights or from being thrown. It reduces the DV of Falling Damage by 1.

SWEEP (CLOSE COMBAT ONLY)

Martial Art techniques allow more control over how the opponent falls when the character knocks him off his feet (**Knockdown**, p. 194, *SR5*). He may choose to inflict damage as if it were a normal melee attack. Damage type from a sweep is always Stun.

THROW PERSON

See p. 123.

THUNDER STRIKE

Thunder strike is a fierce punch or strike with a weapon. It's not just a punch to the nose; it's an upper cut to the nose that makes your opponent even uglier. It reduces the penalty by 1 for Called Shot (Harder Knock).

TI KHAO

From Muay Thai, this technique covers various knee strikes that the character can do while in a Clinch with an opponent. When in Clinch combat, the character can leverage their opponent's body for more impact, giving them +1 DV when inflicting damage.

TRICKING

This technique covers a mix of martial arts and gymnastics involving showmanship and flair with lots of jumping and flips. It includes such maneuvers as the 540 kick, butterfly twist, and double roundhouse. Tricking also covers a display of spinning and flashing the character's weapon around his body. Such maneuvers are difficult to perform, but they can be effective in intimidating the untrained in not wanting to fight. It reduces the penalty by 1 for Called Shot (Trick Shot).

TWO-HEADED SNAKE

This technique is all about misdirection and misrepresentation, focusing on not giving away any tells in your technique. It also involves a little method acting to give the opponent a false impression of your status. It reduces the penalty by 1 for Called Shot (Feint) (Close Combat only).

TWO-WEAPON STYLE ATTACK (CLUBS/BLADES ONLY)

Eskrima's double baraw or double daga, Ryoto Jutto and modern fencing with sword and dagger are all examples of martial arts that train people how to fight with a weapon in each hand. Each weapon can only have a reach of 1 or 0. Two-weapon style combat treats both weapons as one. When attacking, use the lesser Reach of the two weapons, but add 1 to the Accuracy and Damage Value of the longer weapon. The character must be able and ready to use a weapon in each hand in order to perform this style of attack.

TWO-WEAPON STYLE DEFENSE (CLUBS/BLADES ONLY)

This two-weapon style technique is more specific to defense of the character. The character receives a 2 dice bonus when using Full Defense against Close Combat attacks. The character must be able and ready to use a weapon in each hand in order to perform this style of defense.

YIELDING FORCE

Opposite of Opposing Force, Yielding Force is the practice of using the opponent's force against him. It provides +1 die to Riposte, +1 die to Counter Strike, or +1 die to Throw (including both the Throw Person and Sacrificial Throw actions). Characters only receive one of these bonuses, as indicated in their particular Martial Art style.

COUNTERSTRIKE

Wombat just made the mistake of picking a fight—and spilling his drink—on a wiry fellow wearing what looks like white pajamas. The opponent is named Ryu, and he is a practitioner of Karate (Counter Strike, Opposing Force (Block), Kick, Sweep and Kip-up). There's also a bouncer in the bar who feels obliged to get involved. When Wombat swings, he finds his blow blocked by Ryu's right arm while a retaliatory left arm hits him in the jaw.

Wombat is inebriated and has a –1 modifier to all actions. He plays Edge to Seize the Initiative (leaving him with 4 Edge remaining) and rolls an Initiative Score of 19. Ryu in turn rolls an Initiative Score of 16, while the bouncer rolls an Initiative Score of 23. The bouncer delays his action so he can see how things are going before he intervenes.

Wombat then rolls to attack. He has Unarmed Combat 4, Agility 6, and a Physical limit of 5, and he takes a –1 penalty for his inebriated state. He gets 5 hits.

Ryu chooses to Counterstrike, in which he as a specialization. He immediately deducts 7 from his Initiative Score (making it 9) and rolls Unarmed Combat 6, +2 for his specialization, and Agility 5, with a Physical limit of 7. Ryu rolls 6 hits, more than Wombat's 5, so it is a successful Counterstrike. Ryu's Damage Value is 6S + 1 net hit from the Counterstrike for a total DV of 7S.

Wombat rolls his Damage Resistance Test with his Body 6 + Armor 9 and gets only 4 hits, so he takes 3 boxes of Stun Damage, imposing a –1 Wound Modifier.

Wombat is understandably wary of what his opponent might do now, so he tries not to push too hard when he takes another punch. He rolls Unarmed Combat 4 and Agility 6 with –1 for inebriation and –1 for his wound, but he decides to throw in some Edge (he now has 3 left). He gets 4 hits.

Ryu decides to conserve his remaining Initative Score and not do another Counterstrike, so he just makes a standard Defense Test, getting 5 hits. Wombat has missed again.

Ryu's now has an attack, and he attempts a Called Shot (Knock Down). He takes a –4 dice pool penalty to the roll and ends up with 4 hits. Wombat rolls his Defense Test and only gets 2 hits. So he fails, meaning he falls prone. Ryu has the Sweep technique, meaning Wombat has to roll his Damage Resistance Test against a Damage Value of 8S. With a lucky Damage Resistance roll, he gets off with only 1 box of Stun Damage. But he's still prone.

The bouncer decides it's not yet time to intervene, and Wombat and Ryu are out of Initiative Score, so the Combat Turn is over.

THROW PERSON

In the melee, another customer in the bar has decided the fight looks entertaining and has decided to join in. His name is Ken, and he has a black belt in Jujitsu, and he knows the following Techniques: Chin Na, Clinch, Sacrificial Throw, Throw Person, and Called Shot (Disarm). Wombat expects both to come at him, but Ryu stands there as Ken gets up and approaches Wombat. The initiative scores are as follows: Wombat 27, Ken 26, Ryu 17, and the bouncer 16

Wombat swings and misses at Ryu—his penalties are dragging him down. Ken then charges in and aims a roundhouse kick at Wombat, but he also misses. Ryu tries to punch Wombat, but keeping the theme for this Initiative Pass going, he misses. The bouncer continues to delay action. Wombat now has an Initiative Score of 17, Ken 16, Ryu 7, and the bouncer 6.

Wombat decides to take on the newcomer and charges Ken; the charge bonus offsets his penalties, and he gets 4 hits. Ken decides to Block, so he rolls Unarmed Combat 5 and Agility 5 with a Physical limit 6. He gets 5 hits and subtracts 5 from his Initiative Score (now 11).

Ken is successful, and he then declares a Throw Person Action. Ken subtracts 10 from his Initiative Score (making it 1). Ken rolls to attack and gets 5 hits; Wombat rolls his Defense Test and only gets 2 hits.

The sum of Ken's Strength (5) + 3 net hits is greater than Wombat's Physical Limit (5). Wombat's Body is 5, meaning Wombat is thrown 3 meters. After rolling for Damage Resistance (Body + Armor) he suffers 3 boxes of Stun Damage (it's Stun because the modified Armor Value is greater than modified Damage Value).

Wombat's Initiative Score is 6, while Ken's Initiative Score is now 1. Ryu and the bouncer delay their actions.

CALLED SHOT (BLAST OUT OF HANDS)

Wombat is now pissed off enough to pull out his holdout pistol. He uses a Complex Action to pull out the gun, since it was not in a quick-draw holster, or in a position to draw quickly.

The bouncer, who happens to be an adept, decides this is a good time to act. He knows the following Techniques: Close Quarter Defense Against Firearms, Barbed Hooks, Imposing Stone, and Hammer Fist. He runs up to Wombat and attempts to kick the gun clear out of his hands. He makes a Called Shot (Blast out of Hands). Bouncer rolls to attack with the following values: Agility 6, Unarmed Combat 8, –4 for called shot, +1 for Hammer Fist. He does not get the + 2 specialization bonus because he has not learned a specific style) and gets 7 hits. Wombat gets 3 hits on his Defense Test. The bouncer gets 4 net hits, enough to send the gun flying 4 meters away. The gun flies over the bar.

SHADOW BLOCK

It's time to roll Initiative again. Wombat rolls an Initiative Score of 20, Bouncer rolls an 18, and Ryu and Ken both get a 16.

Wombat decides it's time to get out of a worsening situation. He heads for the door and tries to Evade his three opponents. He rolls Agility + Gymnastics [Physical] and gets the 3 hits needed to avoid Interception or Interception attacks by his opponents. Wombat's Initiative Score is now 10.

The bouncer doesn't want Wombat to get away after causing so much disruption, so he spends a point of Edge while attempting a Shadow Block. Bouncer rolls Agility + Gymnastics [Physical] with a threshold equal to Wombat's 3 hits. Bouncer takes 5 from his Initiative Score and gets 4 hits, which is 1 net hit. That means he drops Wombat's net hits to two. Wombat no longer has enough net hits to get by everybody automatically. The bouncer decides he will be the one to attack Wombat. His Initiative Score had already dropped from 18 to 13 thanks to the Shadow Block, and he drops another 5 to attempt an Interception. The bouncer does not have a weapon ready, so this is an Unarmed Combat + Agility [Physical] Test. He gets 2 net hits, which are added to his Strength to make a Damage Value of 7. Wombat gets 4 hits on his Damage Resistance Test, which means the final damage to him is 3, which is less than his Body Rating. That means the bouncer's Interception failed, so Wombat bounds by and out into the street—hopefully resolved to resist the urge to get into a fight next time he's in a bar.

FIXIN' ALL THE BROKEN DREK

The *SR5* Core Rulebook covers the basic rules for fixing gear and fixing people. But not all things fix the same, so we have some more specific rules to help the gamemaster better reflect the variety of repair jobs that take place in the Sixth World.

MAKING THE BLIND SEE AND THE DEAF HEAR

With Called Shots now able to be aimed at all sorts of specific body parts, we can also have more specific rolls to stop the bleeding or mend that trigger finger straight. Some of those rolls are described within the particular Action, but we'll cover some other situations here.

Eye and ear attacks that blind and deafen require a little extra care. Any type of Healing Test (First Aid, Medicine, Heal spells, etc.) have their threshold increased by 1 when working in these sensitive spots. In all cases once the healer has taken care of enough boxes to cover the DV Limit of the Called Shot, the injury is considered repaired no matter how much other damage may be present.

BROKEN WEAPONS

The standard Build and Repair rules (p. 145, *SR5*) cover the main rules but only give general advice to the gamemaster for those times when guns, knives, swords, and spurs get broken. Here are some specifics for getting in depth into putting broken pieces back together.

For starters, all broken melee weapons require an Extended Test with a Long Interval (1 hour). Whether the weapon requires reforging, rebalancing, or resharpening, it will take a while to make a truly combat-ready weapon. The threshold for the Repair Test should be based on just how much effectiveness the weapon has lost. A loss of Accuracy is Average (12)—with a little resharpening or rebalancing, the weapon is good as new. A loss of AP is Hard (18), with damage being done to the integrity of the weapon. A loss of Reach is Very Hard (24) to repair, as trying to reconnect any of the damaged parts together is going to take multiple steps.

The tough part of all of this is often the cost. Is it really cost effective to fix your favorite katana after a run-in with some street nut with a swordbreaker? If the character is doing the work themselves, usually it is. The materials to repair an item cost ten percent of the original cost per box of damage being repaired, fifty percent of the original cost of the weapon for each point of Reach lost, twenty-five percent of the original cost for each point of AP, and fifteen percent for each point of Accuracy. Yes, bringing that weapon back from the dead may cost as much as buying one, or it may even cost more, but it was essentially destroyed, so it doesn't get fixed quick.

The real cost issue comes in when you hire someone to do the work. A skilled craftsman will charge (Skill Rating x the number of hours for repair x 10) nuyen plus the cost of materials above. More skill on the part of the repairer gets the piece back faster, but probably costs a little more. And the people capable of doing that work may be hard to find. Less skill on the part of the repairer takes more time but could save you a few nuyen.

ALL THE OTHER BROKEN DREK

Commlinks, cars, gear, and other goodies can all get trashed in the dangerous Sixth World but there is always someone with the skills and supplies to fix them back up. The same general costs apply: ten percent of the original cost per box of damage being repaired for the materials. Specific attributes are tough to break down, especially with all the gear and goodies in the *Shadowrun* universe, but a few pieces can be covered, especially since we mentioned them specifically here in *Run & Gun*. Check out the Fixin' That Old Beater table for the parts of a car we already told you that you could break.

The labor is the really expensive part. A skilled mechanic will charge (Skill Rating x number of hours for repair x 10) nuyen plus the cost of materials for the work. It's good to remember that a mechanic working in a regular shop won't likely put in more than four hours a day on a single car. Extra nuyen will probably keep them focused on a particularly important project for as long as eight hours in a day, but unless the money is really good they're better off spreading the work around to keep the projects flowing.

Most everyday gear in the world of 2075 is pretty disposable, but sometimes sentimental value compels people to keep an old standby around. Follow the basic guideline of ten percent of the original cost per box of damage being repaired for the materials. Since this is everyday stuff, laborers are easier to come by and therefore a little cheaper. Repairman in this area will charge (Skill Rating x number of hours to repair x 5) nuyen for their services. Thresholds for everyday gear can be estimated as Device Rating x 3. If something seems like it should be complex or intricate, slide the number up the scale; if it seems simple, drop it a few. Sometimes it's fun to enjoy the power of being the gamemaster.

FIXIN' THAT OLD BEATER

PART	THRESHOLD	PRICE
Antenna	4	20¥
Axle	18	2,000¥
Door lock	12	800¥
Engine block	24	25 percent of vehicle cost
Fuel tank/battery	18	1,200¥
Window motor	12	800¥
Window	12	300¥

STAYING ALIVE

Watching the temperature numbers drop on the AR display while sitting in the cozy warmth of his MCT EnviroGen extreme environment tent made Grant Toshi beam with pride over the advanced temperature regulation systems he had helped to develop. It was thrilling to finally be out of the lab and in the field. Though he had some doubts in the beginning about using his precious vacation time to do some private field testing, he was past all that now.

As the wind outside continued to howl and he watched the display slide past -30° Celsius, he slipped off the last of his garments to truly enjoy the cozy 24° C air inside the spacious tent. He considered the howling and pulled up another window in the AR field to jot down notes for a proposed upgrade, a model with more sound dampening. That note was quickly followed by a few more notes on how to develop that without compromising the other systems.

He was in the middle of a heat absorption equation for MCT's new Sairento™ advanced sound dampening material when Shiyonin, his agent program, informed him of a message he had just received.

<*Get dressed, exit the tent, and walk away.*> No signature. No transmission authentication code.

Toshi considered his options. Doing as the message said was not one of them. He had only reached his current location with the help of his guide, Shan-jun, who was currently assisting another climber on a distress call the pair had received about an hour earlier. He wouldn't survive long without the guide, and he knew it. Toshi thought it best to simply negotiate.

He tapped the AR reply icon and began to type on the AR keypad. <*I understand the nature of your message and don't wish to argue or insult, but I do not think I can exit.*.>

At the sound of a pair of quick slapping pops, Toshi stopped typing. He felt a chill immediately start to fill the air and looked up to see two holes near the top of the tent, which were flapping and growing larger with the gusting wind. Toshi tapped the voice operation command for typing and began to speak the rest of the message as he grabbed the repair kit and hurried to work on the holes.

"... this tent and survive, period. I would like to make an alternate arrangement, period, is your intention to get this tent for a corporate employer other than MCT, question mark, end message, send." His voice was relatively calm and monotone while his hands frantically sprayed the InstaSeal™ repair fluid over the holes. The tent was resealed only a moment after the message was sent.

The reply came quickly.

Another slapping pop was followed almost instantly by something small and fast slamming into, and through, his gut before proceeding out the other side of the tent.

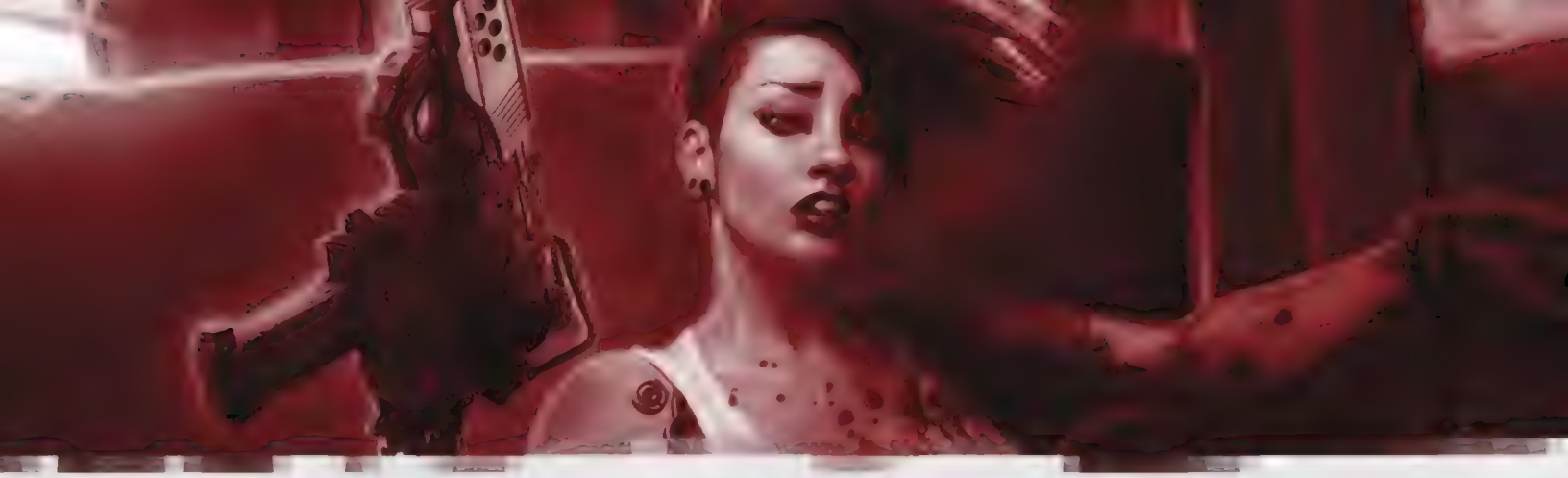
Toshi didn't bother to look down; he knew he'd been shot. It wasn't as painful as he had always imagined it would be. His knees gave out quickly and he fell back onto the pile of clothes he had discarded to enjoy the warmth of the tent. He tried to sit up but found the muscles of his abdomen unresponsive. He craned his neck up and down and saw the clean hole where the bullet had come in and then the blood spattered mess around the tent's exit wound.

The cold air blowing in from the exit hole passed over his face and turned his breath to an icy mist. A freezing wind iced his shredded abdomen. He finally looked down and saw the steam rising from his warm blood. The blood was freezing fast, and instead of coagulating to seal the wound, the blood was forming an icy bandage.

The calm suddenly left him, replaced by a rush of panic and fear. "Help!" Toshi screamed, again and again. A small part of his mind knew that the howling of the wind was much louder than his injury-hampered screams, and the screams grew quieter and less frequent with each breath of freezing air he drew into his lungs.

It wasn't long before the air in the tent was painful to breathe and Toshi began to waver on the edge of consciousness.

He remembered seeing the tent open and Shan-jun appear. He remembered the frigid chill as he was dragged out onto the snowy mountainside. He remembered the feeling of not-feeling, the complete loss of physical sensation. He remembered the thunderous explosion and the avalanche. He remembered the light, the voices, the warmth of the nutrient tank. He remembered the face of Shan-jun and the icy death to which he was left.



INTRODUCTION

Surviving in the shadows is not just about having the best armor or the fastest wires. Sometimes it's about knowing when not to wear that armor, or knowing when those wires should be turned off so that a runner's body doesn't start to cannibalize itself to stay alive. Smart runners know that the surrounding environment can kill a runner just as dead as a bullet to the head, and it's often far more painful.

The environment is also an important element in a *Shadowrun* story. "It was a dark and stormy night" is a clichéd beginning, but it's repeated so often for a reason—the elements evoke a particular mood. Surrounding conditions can play a role in any story, setting the mood, restricting travel or movement when required by a scene, or supplying a challenge that cannot be overcome with bullets, blades, bombs, or bone lacing.

This chapter gives gamemasters and runners more information about surviving extreme environments, offering new tests for runners and expanding on the basic Fatigue From Environments rules in *Shadowrun, Fifth Edition* (p. 172), especially defining the characteristics of those environmental categories. The chapter also provides some new rules to create extended effects for long-term campaigns that come from over-exposure to certain negative aspects of the environment. Fatigue rules focus on the immediate or short-term effects of exposure to extremes of the environment. These effects can come into play during any game or any session when the environment is being used as an obstacle. The rules for long-term effects, by contrast, can come into play over extended campaigns, and perhaps may manifest as character Qualities.

Players would be wise to use this section in conjunction with the **Arsenal** (p. 18), **Armor & Protection** (p. 56), and **Tactics & Tools** (p. 88) chapters so they can select the handy tools they may need to survive their next trip into the most dangerous parts of the Sixth World.

WORLDLY HAZARDS

Through rain, snow, sleet, and hail, the run must go on. Not to mention scorching heat, oppressive humidity, blood-chilling cold, gut-wrenching pollution, and cell-searing radiation. Runners don't always operate in the best conditions, and making the weather more than just a backdrop adds richness, excitement, and challenge to running in the Sixth World.

Each of the following sections describes the basic hazards of a different environment, defines in better detail what the categories mean for that environment in the *Shadowrun, Fifth Edition*, and provides various modifiers to stay healthy and shoot straight in various environments.

HEAT

The hazards of heat are not limited to the flamethrower in the hands of the local Halloweeners. Most of the dangers of a temperature excess are much more subtle, and though the rules in the core rulebook can be used to handle vague situations, here we'll present more detailed scene guidelines and some limit and skills modifiers to bring the real danger of spending too much time in the oven to the gaming table.

The metahuman body can be quite resilient when it comes to extremes of heat, up to a point. Perspiration, conduction, convection, and radiation are the primary ways that the metahuman body maintains a stable core temperature. Problems arise in three of the four methods once the ambient air temperature exceeds the regulated metahuman body temperature, and those methods become almost completely ineffective. Only perspiration continues as an effective way to discharge excess heat when it gets too warm. However, perspiration costs the body additional resources and creates other problems for the overheated shadowrunner.

The basic heat environment is covered here. The sidebar **Water in the Air** covers how humidity can affect the different environments and how the Fatigue From Environment durations shift based on humidity.

The deadly end of things is very high, but at those temperatures, the average metahuman can only survive for under a minute. Stay out of the oven!

ENVIRONMENT SEVERITY

MILD

Mild heat environments range from 32° to 38° Celsius (90° to 100° Fahrenheit). These temperatures can be found all over the world, especially in the tropics. During the summer months, even spots as far north as Nome, Athabaskan Council and as far south as Tierra del Fuego, Argentina have been reaching these temperatures. A summer urban heat wave can keep temperatures in this range for days at a time, long enough to wear down a runner on the street (Squatter or Street Lifestyle) and keep them worn down for the duration.

This level of temperature isn't hard to survive for an average metahuman. They will only start being affected after eighteen hours or so. Usually by that point night has fallen and temperatures will be dropping, putting an end to temperature threats. An average metahuman will have to be exposed to temperatures in this range for thirty-six straight hours without any intervention or protection to fall unconscious and sixty straight hours to die. This makes these temperatures a great way to kill a runner slow or torture them (wink, wink, nudge, nudge), but not exactly a deadly environment.

MODERATE

Moderate heat environments range from 38° to 43° C (100° to 110° F). Temperatures this high usually occur only during extreme heat waves in northern and southern latitudes but can be a regular daily summer high in the middle latitudes, or many desert regions.

This temperature range is a bit more unpleasant but still not a quick killer. The average metahuman can stay conscious in this environment for eighteen hours, which should be plenty of time to find a spot to cool down. On average, death only comes after thirty hours out in this temperature. If a shadowrunner is stuck in this kind of heat for that long without finding a place to cool down, they probably deserve to die.

HARSH

Harsh heat environments range from 43° to 55° C (110° to 130° F). These are some of the nastiest places in the Sixth World: Death Valley, PCC; the Gobi Desert in Asia, which touches half a dozen nations; and the Arabian Desert, where daily temperatures, even during the milder months, push up into this range. The summer months in these places sometimes move into the Extreme range. These temperatures are also found in some of the Sixth World's deepest mines, where megacorporations dig through the earth trying to tear out every ounce of resources they can muster for a profit, or hide a project from prying eyes.

This is a temperature level that can be dangerous over shorter periods of time. The average metahuman can only survive in this environment for ten hours, less than the daylight period in many hot regions, and they risk unconsciousness after only six hours in the oppressive heat.

EXTREME

Extreme heat environments range from 55° to 71° C (130° to 160° F). These are usually the highest recorded temperatures for normal surface environments on Earth. These are also the temperatures you find inside the deepest mines on the planet when the ventilation malfunctions (whether through breakdowns or sabotage). These temperatures can also be created in other places by hot machinery, forges with molten metals, or places with poor safety measures put in place by uncaring megacorporations who value profit over worker safety.

This temperature range is at the limits of extended metahuman tolerance. The average metahuman can only handle these extremes for about six *minutes* before passing out. By the ten-minute mark, they're going to be done. Well done.

DEADLY

Deadly heat environments are those in excess of 71° C (160° F). Luckily these temperatures aren't normally found in nature, but metahuman ingenuity has managed to create a lot of things not found in nature. In nature, this temperature is only found near lava flows or lava plains and in mines deeper than two thousand meters. Digs to that depth are not common, but a few megacorporations have not limited the depths to which they will sink for resources and thus dig further each day.

This level of temperature is truly deadly. The average metahuman will only survive in this environment for one minute and will only remain conscious in the environment for about forty seconds.

PERSPIRATION AND DEHYDRATION

Hot environments make people sweat, and cold environments make people wear lots of layers, which will often cause them to sweat and then absorb the precious liquid. Sweat is water leaving the body through the skin, water that the body would normally have used for other biological processes that are necessary to the continuation of life. Each different Environmental Severity has a differing effect on how quickly characters need to make Resistance Tests against Fatigue from thirst. The increased rate only needs to be considered for Mild, Moderate, and Harsh Severity areas; Extreme and Deadly Severity areas will bring death well before dehydration is a concern.

In a Mild Severity Environment, characters have only eight hours before they need to start replenishing the water lost due to perspiration. Fatigue Tests then follow every six hours after that until the character falls unconscious. Once the character is unconscious, the body improves the efficiency of water use and the tests occur every twelve hours. Drinking half a liter of water at any time restarts the Fatigue Test durations in this environmental severity.

In a Moderate Severity Environment, characters have only four hours before they need to start replenishing the water lost due to perspiration. Fatigue Tests then follow every three hours after that until the character falls unconscious. Once the character is unconscious, the body improves the efficiency of water use, and the tests occur every eight hours. Drinking half a liter of water restarts the Fatigue Test durations in this environmental severity.

In a Harsh Severity Environment, characters have only two hours before they need to start replenishing the water lost due to perspiration. Fatigue Tests then follow every 1.5 hours after that until the character falls unconscious. Once the character is unconscious, the tests occur every six hours. Drinking half a liter of water restarts the Fatigue Test durations in this environmental severity.

These time increments and environments assume a normally dressed individual doing little to exert themselves. Characters exerting themselves through physical labor, extended overland movement, combat, or improper or excessive clothing suffer dice pool penalties based on the Environmental Test Modifiers Table.

SUNBURN

Not that it wasn't bad enough that it's hot and your character is sweating but that damn Sol, giver of all life on Earth, is glaring down at you trying to sear your flesh. For the less poetic, that means the sun is trying to give you sunburn.

Sunburn can be more than just an annoyance. If you've spent time in a desert or just too much time outside at the beach and got some of those really nasty sunburns that blister the skin, you know how badly

ENVIRONMENTAL TEST MODIFIERS

CONDITION	FATIGUE ROLL MODIFIER	DURATION MODIFIER
Heat		
Shorts	+1	—
Armor	– (1/2 Armor Value)	—
Humidity: High	—	Standard ÷ 2
Humidity: Low	—	Standard ÷ 2
Sunburn		
Sunblock	+2	Standard x 1.5
Clothing	+2	—
Cloud cover	+2	—
Cold		
Being wet	–2	—
Dehydration		
Armor	– (1/2 Armor Value)	—
Combat	—	Every 3 Combat Turns
Humidity: High (90-100%)	—	Standard ÷ 2
Humidity: Medium (10-30%)	—	Standard ÷ 2
Humidity: Low (0-10%)	—	Standard ÷ 3
Engaged in manual labor	–1	Standard ÷ 2
Overland movement	—	Standard ÷ 2
Shorts	–1	—

sunburn can affect the life of whoever gets it—right up to ending said life.

Sunburn damage is based on a lot of factors, but these rules focus on three: latitude, season, and time of day. The rest of the factors are handled as modifiers, found on the Environmental Test Modifiers table.

Summer, December 20 to March 20 in southern latitudes, and June 20 to September 20 in northern latitudes, is the time when those areas of the planet get the most direct and concentrated rays of the sun, and thus offers the highest risk of sunburn. The winter months, the reverse of the dates above, offer the least risk. The most direct rays of the sun blast down on the tropics, Cancer and Capricorn, during their summer months and decrease in intensity throughout the rest of the year or as you move north or south of those lines during their respective seasons. Autumn and spring are about equal for the northern and southern latitudes, but those are the times of year when the equator gets the most direct sunlight. As for the time of day, that's simpler. Between the hours of 1000 and 1600, the sun hits with its greatest intensity.

The duration between Resistance Tests and the base DV of the tests are listed on the Sunburn Resistance image. These numbers are for the height of each season and those unpleasant midday hours. The first DV listed is the starting DV for the Damage resistance tests. The second DV kicks in once a character has suffered at least 4 boxes of Stun damage from the sun. At that point the damage stops being Stun and turns to Physical. Sunburn Damage Resistance Tests use only natural unaugmented Body. Cyberlimbs do not count as exposed flesh for the purposes of tests, so wearing shorts over your cyberlegs doesn't incur the modifiers from the table.

RADIANT HEAT

Direct sunlight isn't the only way your skin can get scorched—radiant heat can do damage as well. Characters with exposed skin need to resist an increasing DV, starting at 1S and rising each Combat Turn, if they are exposed to intense radiant heat. This heat can come from being within proximity (exact distance is up to the gamemaster) of a lava flow, extremely hot surface, open flame, welding torch, etc.

KILLING FROST

Metahumans are not evolved to be cold-weather creatures. Over the millennia we have lost our insulating hair, we don't put on thick layers of blubber to keep warm, and we complain when the temperature gets below 20° C (68° F). We have developed tools and technologies to keep us warm, but sometimes those aren't around to help you, or it might get so cold that even an Ares ThermalWeave™ jacket isn't going to keep you from chattering your teeth and possibly losing some digits if you stay out too long.

Staying warm is basically a combination of two things, producing and retaining heat. The metahuman body will produce plenty of heat to keep itself comfortable, but only down to a certain point on the thermometer. The body will stop perspiring, restrict blood flow to the surface, and release bio-chemicals to increase heat production, but each of these actions can have their own negative effects and damaging impact.

Stopping perspiration is a great way to limit heat loss, but it is one of the first mechanisms the body triggers to cool back down after exertion. In the cold, having skin covered in sweat can cost you. Any extended period of exertion or sudden temperature change can cause sweating to occur, and once the beads start to form, Jack Frost will start nipping at your nose and whatever other body parts are vulnerable.

Restricting blood flow to the skin's surface prevents heat exchange between the blood and the air, helping to preserve the heat within the blood. Problem is, extremities such as fingers, toes, ears, the nose, and every square centimeter of skin are then at risk. The ambient cold then begins to cause cellular damage that most folks refer to as frostbite.

As for the release of various bio-chemicals to increase body temperature, the balance is a dangerous one. Too much and the body starts to sweat to cool off, too little and the effect isn't great enough to actually do any good. In *Shadowrun*, this effect is taken into account with the Resistance roll that includes Body.

The tricky thing about cold is that the metahuman body can usually survive for a little while no matter how cold it is. Until temperatures get to the point where things instantly freeze, the metahuman body is able to regulate for a little while. An average metahuman (Body 3, Willpower 3) can survive an Extreme environment for about ten minutes with average rolls. Keep that in mind when planning the environment the players will face.

ENVIRONMENT SEVERITY

MILD

Mild cold environments range from 10° to -1° C (50° to 30° F). These temperatures may not seem very cold until you are stuck standing outside in them for a really long time in normal clothing. In northern and southern latitudes temperatures in this range for extended periods are common in every season besides summer. That means runners who have failed to provide themselves with proper regular shelter (Squatter or Street Lifestyle) can be affected every day. While deserts are usually thought of as hot, their nighttime temperatures often drop into this range and sometimes even lower.

This range of temperatures isn't hard to survive for an average metahuman. They will only start being affected after eighteen hours or so, but unlike the hot side where evening can bring a cool respite, evening usually

makes the cold worse. An average metahuman will have to be exposed to temperatures in this range for thirty-six straight hours to fall unconscious, and sixty straight hours to die. Remember, this is the average metahuman, and they are not dressed for the weather. Wearing a jacket and long pants with a regular shirt will double the duration between Fatigue Tests in this category.

MODERATE

Moderate cold environments range from -2° to -13° C (30° to 10° F). Temperatures this low are common during the winter months in the northern and southern latitudes but are rarely found outside of freezers or at the tops of mountains in the middle latitudes. Deserts will occasionally drop into this range at night during winter months.

This temperature range is a bit more unpleasant but still not a quick killer. The average metahuman can stay conscious for eighteen hours in this environment. Hopefully they spend that time trying to find a spot to warm up. Death pays a visit around the thirty hour mark if shelter and heat can't be found. Wearing a jacket and long pants with a regular shirt doubles the duration between Fatigue Tests in this kind of environment.

HARSH

Harsh cold environments range from -14° to -39° C (10° to -40° F). These are the places where people learn respect for the cold and truly understand how it can kill them. Winter months in the Arctic and Antarctic bring these temperatures for weeks or months at a time, and even the summer months get this chilly rather frequently. These are also the temperatures found at high altitudes, where the snow never melts, the air is thin, and death hovers over every step.

This type of cold can be dangerous even for short periods of time. The average metahuman can only survive in this environment for ten hours, and they risk unconsciousness after only six hours of this bone-chilling cold.

EXTREME

Extreme cold environments range from -40° to -72° C (-40° to -100° F). This category contains the lowest recorded temperatures on Earth. Winter in Antarctica is regularly this cold. Outside of the polar regions, these temperatures occasionally occur during winter storms in northern and southern regions. Though the storms usually only last for hours, metahumans are only resistant to them for minutes when it's this cold.

This temperature range is at the limits of metahuman tolerance. The average metahuman can only handle these extremes for about six minutes before passing out. After ten minutes, they're iced!

DEADLY

Deadly cold environments are those colder than -73° C (-100° F). Like the deadly end of heat, these temps are not usually found in nature on Earth. But again, metahuman ingenuity has managed to create a lot of things not found in nature. Advanced research labs have facilities that can get this cold to test all sorts of things, especially advanced science procedures that might be of value to rival corporations. If you're raiding one of these facilities, bring an epically heavy coat. Or about twenty layers of clothing.

These temperatures will kill quickly, but luckily most of the nerves will be frozen and numb well before that point, so death won't hurt much. The average metahuman can only survive in this environment for one minute, and will only remain conscious in the environment for about forty seconds.

PHYSICAL DAMAGE FROM COLD

FROSTBITE

Frostbite is a painful reality of exposure to cold temperatures. The metahuman body tries to maintain its core temperature by pulling blood from the extremities and letting them fend for themselves, on the idea that it's better to lose a few fingers or toes than to die. Frostbite is not a quick killer. Those who die from frostbite usually die from infection, not from the actual cold damage.

The risk of frostbite begins when a character is exposed to a Moderate or greater severity environment—temperatures below freezing. Each Environmental Severity increases the damage and decreases the duration between tests according to the Frostbite Damage table. Damage from frostbite has a cap of 4 boxes on each Condition Monitor. If the 4 boxes are reached on the Stun Condition Monitor, further Stun damage becomes Physical at a rate of 2 Stun to 1 Physical. The same goes in reverse if 4 boxes are reached on the Physical Condition Monitor—further Physical damage becomes Stun at a rate of 1 Physical to 2 Stun.

After a character suffers their first box of damage, Stun or Physical, they are considered to have frostbite and suffer a -2 dice pool penalty to all actions performed with their extremities. At the first box of Physical damage, the character's Agility is treated as 2 lower for the purposes of determining Movement. Gloves provide a +1 dice pool bonus to Damage Resistance Tests against frostbite; if the gloves are insulated, they provide extra dice to resist this damage.

FROSTBITE DAMAGE

CONDITION	DAMAGE	TIME
Moderate	1S	30 minutes
Harsh	2S	10 minutes
Extreme	1P	1 minute
Deadly	2P	2 Combat Turns

COLD SURFACES/SUBSTANCES

Yup, we're talking about sticking your tongue on that metal pole and the serious consequences of such an action. This also includes touching dry ice (solid state carbon dioxide), dipping a finger in liquid nitrogen (oxygen, helium, etc.), or flipping that aerosol can over and spraying it in someone's face. The damages for such asinine (or maybe heroic) actions are located on the Cold Substance Damage Table. The damage is resisted every time the character is exposed to the substance. In the case of submersion, make 3 Damage Resistance Tests for each Combat Turn (basically 1 per second).

Splashing a supercooled liquid on someone or spraying them with something cold counts as a Ranged Attack Test and only applies damage once for each attack. Glitches mean some of the stuff sprayed back, and the attacking character will have to resist the damage as well. Critical glitches means the attacker dropped the substance on themselves—they get to resist the damage, while their target gets none, except maybe from pulling a muscle due to laughter.

COLD SUBSTANCE DAMAGE

SUBSTANCE	DAMAGE	AP
Inverted Aerosol Sprays	2P	+2
Metals below 0° C	4P	+2
Liquids –50° to –100° C	12P	–2
Liquids –100° to –200° C	18P	–4
Liquids below –200° C	28P	–6

PERSPIRATION AND COLD DAMAGE

The rules for perspiration and dehydration (p. 146) also apply to cold weather environments. At low temperatures, there is very little moisture in the air, so the body will lose it quickly to the environment and the clothes they are wearing. Losing it to the environment is better, since losing it to the clothes may pull the character into the dangers of being wet in the cold.

INJURY MODIFIERS, ENVIRONMENTAL EFFECTS, AND COLD DAMAGE

So what benefit is there to being numbed by the cold when it comes to being injured? Well, none really. Since the cold is going to pull blood flow from the extremities and make the character shiver, and blood leaving the body will take heat with it, the two pretty much balance out most of the time. The gamemaster can decide what actions might be effected by shivering and whether blood loss from injury should increase the frequency of Damage Resistance Tests due to the cold.

WATER IN THE AIR

Extremes of temperature are one thing, but add in an extreme of humidity and life gets shorter and much less pleasant. High or low humidity during normal temperature ranges just makes life mildly uncomfortable, so humidity is only a factor at the extremes and should be considered in addition to the nasty effects of heat and the lack thereof.

HIGH HUMIDITY: RELATIVE HUMIDITY 90–100 PERCENT

Often the unpleasant counterpart to heat, the issues with humidity are two-fold depending on the temperature. A lot of humidity (water vapor) in the air makes hot environments feel even hotter and helps the already deadly heat sap the water out of your body even faster. On the other end, a lot of humidity in cold air, rare but possible, makes keeping warm even harder as the water pulls the heat from your body faster than you can produce it.

THE LACK OF HUMIDITY: RELATIVE HUMIDITY 0–30 PERCENT

Being parched is uncomfortable when you're trying to deliver a few slick lines as you nervously try and get past a security guard, but it's downright deadly when it happens in an extreme environment. Just like when humidity is abundant, the lack of humidity messes with the temperature regulation systems in the metahuman body. The effects of arid air are similar but even more extreme than humid air, as the moisture of the body is sapped even faster in arid environments.

POLLUTION

Too often metahumankind does not look at the long term. They go for the short gain, which often comes with a low monetary expense but a high cost in terms of the health of the planet. Then afterwards, they simply bury the toxic waste they created beneath the ground or sink it in the oceans. Or worse, their mistakes cost too much to clean up and are simply left to mar the Earth with their blight.

Areas with high levels of pollution can cause a wide range of effects. Some come with immediate unpleasant effects, but others can be part of a long-term campaign as runners who are too interested in collecting next paycheck fail to realize what is happening inside their bodies.

In polluted environments, Fatigue Tests are based on an overall concept of the environment that a gamemaster wants and its toxicity. Whether it's acid rain, fog-like air pollution, or chemicals in the water supply or in the air, the gamemaster sets the scene to create a mood and level of threat for his players, or a sense of urgency where the players know they only have so long to get the job done before the environment does the sec guard's job for them.

ENVIRONMENT SEVERITY

MILD

Mild pollution environments can be traversed as long as you do not endure prolonged exposure. Usually just going indoors is enough to remove the worst of the effects, and as long as you get away from the filth for a bit of time you shouldn't suffer any enduring effects from it.

An average metahuman can resist all ill effects in a Mild pollution area for up to eighteen hours, and endure about thirty-six hours before the local toxic gas levels or high toxic metal count takes them to their knees. Unchecked. The gasses will finish them off around the sixty hour mark of nonstop exposure. When considering areas for pollution, keep in mind that even Mild areas are polluted enough to kill in just a weekend.

MODERATE

Moderate pollution environments are worse. They're usually devoid of all life, since most things are smart enough to get out while the getting's good, or they're home to animals that have adapted to the toxic environment—frequently paranormal animals. This is the nasty area around the pollution-spewing factories that Average Joe works at. When he leaves to go back to his apartment he never really feels well, but he comes back because it's his only source of nuyen.

These environments kill in just over a day (about thirty hours, to be specific) and incapacitate in about eighteen hours. When Average Joe starts getting woozy around hour nine or starts coughing uncontrollably around hour twelve he might be rethinking pulling that double shift. Hopefully he'll know to get out while he still can or make sure to keep some extra filters handy for his mask.

HARSH

Harsh pollution environments will have someone wheezing in a few hours and unable to stand in as little as five hours, and will leave their body to decompose in about ten. Luckily, there are plenty of bacteria and other microorganisms that adapt quickly to pollution to help that process. Places like this should be fresh or frequent dumping grounds for toxic waste or low-lying spots where heavier air pollutants are concentrated in the still air.

EXTREME

Extreme pollution environments fill graves quickly. When a mass of concentrated pollution is released, whether intentional or not, and rolls through, killing people in minutes, it's an Extreme Environment. This is often the way pollution starts; then it seeps into the ground or dissipates a little in the air and shifts down a category. Problem is, it kills quick enough that few people survive long enough to notice the downgrade. The pain starts around three minutes, unconsciousness usually occurs around minute six, and the reaper stops by after only ten minutes.

DEADLY

Deadly pollution environments are rare. These are the mines that suddenly fill with hydrogen sulfide, carbon monoxide, or methane gas; the areas near venting factory stacks; or the toxic sewage storage sites with serious leakage. These places kill very quickly. Consciousness can be lost after only thirty seconds of exposure, and death arrives in about a minute.

LONG-TERM ILLNESS

The harmful effects of pollution or radiation are rarely developed in a Combat Turn or even 201,600 Combat Turns (that's a week). Most are built up over months or even years. They occur due to time spent at a job where pollution or radiation (or worse, both) is prevalent (in mines, industrial factories, sewage treatment facilities, nuclear power plants, atomic laboratories, etc.) or living in a place where the soil or water are toxic, but not enough to kill quickly, like the Redmond Barrens in Seattle, the Rox in Boston, or the Aurora Warrens in the Front Range Free Zone. This is especially dangerous to children or the elderly who have little ability to change their situation. For the elderly it just brings the inevitable a little faster. For children it means a shortened life, or a life filled with medical treatments or chronic illnesses.

In game terms this is represented by a Negative Quality, Blighted (p. 169). The quality has multiple levels to represent different aspects of the illness and how drastically it affects everyday life for the runner.

RADIATION

Despite myths from superhero tales throughout the annals of comic-book history, exposure to large doses of radiation does not grant super powers. It may grant you freakish looks, massive cellular mutation, rapid cellular die-off, or a myriad of other health impairments though, so at least you get something. Just nothing good.

Radiation is like a special kind of pollution. Often called the invisible fire, it is the kind of pollution that is rarely seen or smelled, but kills you dead just the same. You can die quick, messy, and painful, or slow, messy, and painful with treatments that can be expensive and are often far worse than the effects of the radiation.

In terms of rules, radiation is like pollution with different types of damage to consider. Based on either the Fatigue from Environment rules or the Long-Term Illness concept, radiation can play a part in the story as an obstacle or an enemy, ever lurking in the shadows waiting to rack you with pain at just the wrong moment. Radiation is also special in that once it gets in you, it doesn't want to get out. In Mild and Moderate Severity Environments radiation does not have much of an effect, but Harsh, Extreme, and Deadly environments can hit characters with enough radiation that they will take it with them wherever they go.

ENVIRONMENT SEVERITY

MILD

Mild radiation environments don't look like much. Maybe that's because radiation is invisible but also because these are the kinds of places that everyone moves out of because something nasty happened there in the recent (on a radioactive decay scale) past. Meltdown sites long after the meltdown, detonation sites far past the detonation, or sites where radioactive waste had been buried or stored but sprang leaks. These are the kinds of places no one wants to stay for any period of time due to the history as much as the damage it's doing to their cell structure.

Like other mild environments the average metahuman will be fine here for a half a day or so but they'll start feeling effects around twenty-four hours or so, as the radiation makes them experience Nausea (p. 409, *SR5*) at Power 2. The Power of the Nausea then increases by 1 every twelve hours.

MODERATE

Moderate radiation environments develop closer to the heart of the trouble when a meltdown or detonation occurs. The radiation in the area is more concentrated, enough to kill in just over a day, but still slow enough to give anything smarter than an earthworm the bright idea that hanging around is bad for your health. This is the kind of concentration that can be found in a sealed up underground lab from before the first Crash that happens to have test results and the formula for a cure for cancer (wink, wink).

Average metahumans last about 18 hours before Nausea at Power 3 kicks in. The Power increases by 1 every six hours. After seventy-two hours, the Nausea and other effects ravage the body so much that the body essentially gives up and abandons consciousness. The

body better be moved, because if another seventy-two hours pass without some kind of intervention, unconsciousness will slide into death.

HARSH

Harsh radiation environments are exactly that: harsh. This is the control room after a meltdown where the engineers bravely work to keep the whole place from going boom, knowing full well they aren't going to make it. This is the unshielded dirty bomb on it's way to the target with its cadre of faithful terrorists in tow who fight to the death because they know they are dead anyway.

At this point the hazard moves beyond nausea and into more serious, immediate hazards. These radiation levels can kill in ten hours and debilitate in as little as six. This amount of radiation also seeps in quickly. Anyone exposed to this level of radiation carries a Mild Environment around with them for 24 hours after; anyone within ten meters of the character should be treated as if they are in a Mild radiation environment.

EXTREME

Extreme radiation environments exist in places such as near ground zero of an atomic detonation or in close proximity to the core of a reactor meltdown. These places aren't pleasant to say the least; they are not fit for any kind of life, and even rocks aren't too enthusiastic about being there. Exposure to this level of radioactivity will leave the character carrying a Moderate radiation environment for 24 hours and a Mild environment for another 24 hours, exposing anyone who comes within ten meters of them

Good ol' Average Joe will only survive in a place like this for ten minutes. He'll suffer but push on for the first six minutes or so and then likely writhe in pain on the ground for the last four minutes until the radiation finishes its dirty work on his cells.

DEADLY

Deadly radiation environments are those places where the radiation levels are so high, the burns appear on the skin almost immediately. The radiation is so concentrated it feels like you're being cooked from the inside, your hair starts to fall out, and your gums start to bleed. The whole painful experience will be relieved by the bliss of unconsciousness in forty seconds or so for an average metahuman, but those forty seconds will feel like forty years. By the one-minute mark, cells are so damaged nothing functions properly anymore and radiation gets another victim on its murderous resume.

Characters exposed to Deadly levels of radiation and yet somehow survive carry a Harsh radiation environment around with them for twenty-four hours and then a Mild environment for another twenty-four hours. This environment extends for a radius of ten meters around the victim. Radiation isn't linked to the character's life force, either. The radiation environment is also created by the poor sap's dead body, if it comes to that. This affect might make runners think twice about going to pick up that body for Mr. Johnson.

HEALING RADIATION AND POLLUTION DAMAGE

No Healing Tests can occur while a character is still exposed to a radioactive or polluted environment, including the radioactive environment a character may be generating themselves. Magical healing can occur, but remember it requires contact and therefore puts the healing magician into the character's radiation zone.

GLOBAL NEWS WEEKLY

BROUGHT TO YOU BY YOUR FRIENDS AT RENRAKU!

MAJOR POLLUTION AND RADIATION HAZARD ZONES

Greetings Renraku Citizens and honored guests. Renraku cares about the safety of its people and the safety of our world. We present this short list of worldwide locales as an informative courtesy for Renraku citizens. These select few locations are consider no-travel zones for citizens of our great corporation. Special circumstances are allowed but must be cleared with the local President of Travel and Tourism. As always, violation of this policy may forfeit your corporate medical coverage. Thank you for being part of the Renraku Family.

AZTLAN, BOGOTÁ

Due to the events and engagements during Aztlan and Aztechnology's assault on Amazonia, several regions around Bogotá have been removed from the Travel and Tourism Acceptable Destination list. Local regions of the rainforest, especially areas near power generation facilities and the properties of other corporate entities involved in production and research and development, have been found to contain a higher than acceptable concentrations of toxins in the air, soil, and water. Many of the toxins are undetectable without laboratory testing, and the Renraku Family does not wish to endanger any of its members by exposing them to these unseen dangers. Travelers should be sure to make sure their commlink's GPS software is up to date and functioning properly before heading into the rainforest, while also checking their position frequently to avoid these dangerous areas.

EGYPT, TRIPOLI HOT ZONE

With the popularity of the Desert Wars trid and simsense series, Renraku understands the desire of some of its citizens to use their hard-earned reflection time to visit the settings of their favorite show.

Continued...

GLOBAL NEWS WEEKLY

BROUGHT TO YOU BY YOUR FRIENDS AT RENRAKU!

Though the corporation has some small facilities in the region we cannot in good conscience authorize the travel of untrained citizens to this inhospitable environment. Though the "Ten Minute War" between Israel and Libya occurred over seventy years ago, the area is still strongly irradiated. Though the levels of radiation in the region may allow some exploration and study to occur, fans of the program may wish to collect souvenirs, which could inadvertently bring death into their home in the form of irradiated objects. Renraku promotes the continued enjoyment of the Desert Wars series, especially the "Elite Units" special series, but citizens should not submit travel requests to this region. Go Renraku Red Samurai!

KASHMIR WASTES; PARTS OF INDIAN UNION, KHALISTAN, PAKISTAN, AND NEAR THE TURKESTAN BORDER

Many Renraku citizens utilizing their reflection time to visit these historical nations have sought permission to visit the Kashmir Wastes to contemplate the futility of nuclear war and appreciate the Earth's powers of protecting metahumanity from the results of their own failures to follow reason. Sadly, all such requests are tersely denied, but Renraku Travel and Tourism feels that citizens deserve more.

Renraku Travel and Tourism, in cooperation with the Citizen's Memory Archive, is offering a soul-stirring sim that follows the final months of Khan Tobiko. Tobiko was diagnosed with an inoperable brain tumor at the age of 23 and given an estimate of one more year to live. He decided to spend his last year studying the Kashmir Valley, home of his great, great grandfather. The radiation reduced his time to only months, but he gathered more information in those few months than anyone else had since the events of 2030. As always, recordings from the CMA are for Renraku citizens only. Preserve the sanctity of our society.

THE NORTH SEA

Renraku Travel and Tourism seeks to fulfill all requests made by citizens with sufficient reflection time. Requests made to visit this region as part of other extended European reflection pilgrimages have been fairly frequent in recent days, and Renraku would like to remind its citizens of the dangers of this region. Though seeing exotic and unique wildlife may spur desires to visit this region, that wildlife is unique because it has suffered serious genetic mutation due to cellular damage from pollution and radiation. Both factors are still present in the region and pose an extreme health risk. Any citizen caught violating their travel itineraries and visiting this region risks citizenship revocation, and at minimum, will be put on immediate cessation of duties orders, isolated for decontamination, and, once reinstated, reassigned with a two-year ban on earning reflection time.

PUEBLO CORPORATE COUNCIL, LOS ANGELES, ARCOLOGY MILE

The City of Angels has seen many tragedies in recent years, and though our fellow megacorporation Horizon and the nationcorp Pueblo Corporate Council have been hard at work trying to aid the inhabitants of the region who are seeking to escape their troubles, they have done little to clean up the toxic mess this region has become.

Renraku citizens are required to utilize air travel in transiting to and from our own arcology and haven of safety to regions declared safe by Travel and Tourism. Immediate medical examinations are required for any citizen who comes in contact with the local water, and filtration masks are required of all citizens traveling outside the arcology in this region.

Arcane Note: Those trained and licensed to summon and control metaplanar residents are warned to avoid doing so in the Los Angeles region. The violation of nature in this region has caused the local astral manasphere to become toxic, instantly affecting all astral entities called forth in the area.

PUEBLO CORPORATE COUNCIL, LOS ANGELES, SAN ONOFRE IRRADIATED ZONE

With almost no Renraku Family presence in the area and frequent skirmishes occurring between the PCC and Aztlan forces in this region, all travel requests within twenty kilometers of this area will be denied. The Renraku Family would prefer to avoid a need for intervention and does not wish for our citizens to be caught in the struggles of nations. Failure to adhere to travel regulations and involvement in altercations in this region will result in immediate termination of contract, including multigenerational contracts. Please, place the Family first.

SAAR-LORRAINE-LUXEMBOURG SPECIAL ADMINISTRATION ZONE, "SOX"

As an established member of the SOX Kontrollrot (Administrative Council), Renraku has long established safe havens within the extreme toxicity of this fallout zone. These zones are for authorized citizens only and are the only locations in the SOX SAZ that Renraku citizens are allowed to reside or travel.

Though extensive efforts and research have gone into making these areas a safe haven for Renraku citizens diligently working to further clean-up efforts around the region, the surrounding areas are still highly contaminated from the meltdown in 2008. As all educated citizens of Renraku know, radiation dissipates at an extremely slow rate without assistance, and this area will continue to be a health hazard for decades to come. Be safe and limit travel to safe areas.

GLOBAL NEWS WEEKLY

BROUGHT TO YOU BY YOUR FRIENDS AT RENRAKU!

TSIMSHIAN PROTECTORATE

Due to the extensive ecological damage caused by the untimely expulsion of Mitsuhama Computer Technologies from the region, this nation is pockmarked with biologically unsafe regions. All travel requests should be logged with Travel and Tourism and strictly adhered to for the safety of all Renraku citizens. Chemical, radiological, and biological hazards are common in regions once tightly controlled by our cousins at MCT.

UCAS, ILLINOIS, CHICAGO, CERMAK BLAST REGION

This area is off-limits to all Renraku citizens. Travel itineraries submitted to Travel and Tourism that include travel to or near this region will be declined and any other pending travel authorizations for requesting individuals will be immediately canceled. This area is still highly irradiated due to Ares' extreme lack of foresight when attempting to halt the misguided arcane dabblings of the Universal Brotherhood. The Cermak Blast of 2055 brought lethal levels of radiation in the area. Citizens interested in learning more about these events can visit the Citizen's Memory Archive and experience the simsense recordings of many of the brave citizens who sacrificed their lives to explore the Chicago Containment Zone since the lifting of the cordon. Travel itineraries that the reopened CCZ will be taken into consideration, with the best interests of the corporation and her citizens acting as our guiding force.

UCAS, NORTHEASTERN METROPLEX AXIS, BOSTON, BOSTON HARBOR

Though Boston is beautiful as a city and full of opportunity for Renraku citizens, we regret that we must deny citizens access to the waters of the harbor itself and all connected waterways within ten kilometers. Accidental submersion in these waters by a Renraku citizen will result in an immediate Cessation of Duties order and must be followed by a full medical evaluation before clearance can be granted to return to duties.

Addendum: Due to recent events in the NEMA, any Renraku citizen attempting to gain access to the NEMA Quarantine Zone will lose all corporate rights of citizenship. This act will immediately terminate all long-term contracts, including multigenerational contracts.

UCAS, SEATTLE, REDMOND, "GLOW CITY"

This area has been deemed off-limits to Renraku citizens due to the high radiation count and extensive pollution of the soil and water. The region formed in 2012 when the Trojan-satsop reactor suffered a partial meltdown. Rumors have placed a dracoform in the area of late and several Renraku citizens have acted in violation of corporate policy in order to possibly catch a glimpse of this dorogan menimeinai kasai, ("Dragon of the Invisible Fire").

To prevent further violations, the executives would like to release information on this dragon in order to remove the mystery that draws our ever-curious citizens to stray from the safety of home. His name is Kalanyr, and he seeks to study ways, through the combination of advanced arcane techniques and technological advances, to cleanse the area of its intense radiation. Tales of cults and "radiation magic" are rumors created by the addled and damaged minds of those forced to live in such a dangerous region.

UNITED KINGDOM; EAST ANGLIAN STINKFENS, KENT IRRADIATED ZONE, NORTHERN TOXIC ZONE, SCOTTISH FRINGE TOXIC ZONE, SCOTTISH IRRADIATED ZONE, YORKSHIRE FRINGE TOXIC ZONE

With the Renraku Family's long history of cooperation and community within the UK, it's always hard to limit the travel options for our citizens within this fine nation due to its sad history of nuclear accidents and unfortunate toxic spills. Though difficult, it is nonetheless necessary to express how biologically damaging time spent in or around these regions could be. We are working hard in partnership with the government to establish testing stations in many of these regions to further aid in the cleanup process. Renraku citizens interested in working in any of these areas should apply for transfer to Renraku UK, Special Ecological Projects. Demand is high for educated citizens specializing in microbiology, nanotechnological engineering, and biochemistry. Be part of the recovery efforts!

UNITED NETHERLANDS, NORTHERN WASTELANDS

Damaged by storm surges pushing the chemical soup that is the North Sea into the low-lying regions in the northern United Netherlands, the area is off-limits to all Renraku citizens not registered for employ with Renraku Europa. Travel and Tourism will deny all travel requests for this area, but special permits are granted for Renraku Europa citizens tasked with special operations in the area, especially sample collection.

YUCATAN

As we as a corporate family seek to extend our hand in friendship to the nation of Yucatan, we warn Renraku citizens to submit your travel itinerary to Travel and Tourism for evaluation before leaving corporate property. Many areas in this region suffered extensive ecological damage during Aztechnology's violations against the local population in an attempt to subvert their freedoms. Exploration and friendly exchange between citizens of Renraku and citizens of Yucatan is highly supported. Simply be sure to maintain strict adherence to corporate-authorized travel itineraries.

OVERLAND TRAVEL IN EXTREME ENVIRONMENTS

Time spent traveling through extreme environments can be extra taxing even at just a normal walk. Whenever characters have to spend time traveling through an extreme environment without protection from the elements they will be slowed or need to withstand additional Fatigue Tests for pushing too hard.

In order to avoid Fatigue, characters will need to travel at half speed, or approximately 2.5 kph, instead of the normal 5 for foot travel over normal land. Modify this by the difficulty of sand (–0.5 feet) or snow (–0.5 feet) or even a jungle or dense forest trail (–0.75 feet), and they'll have plenty of time to get worn down.

BENEATH THE SEAS

For a planet called Earth, we sure do have a lot of water. Those waters are great for supporting life, of course, but there's enough hidden in their murky depths to keep land-bound creatures a little nervous about what's happening down there. Some fear the creatures and monsters of the deep, but well before a metahuman braving those depths has to worry about the nearest man eater, they first have to protect themselves from the two greatest killers beneath the waves; the chilling cold of the ocean's waters and the distinct lack of breathable air. And that's before they even start to dive down and get crushed by the tons of water surrounding them and forcing the air from their lungs.

The lack of breathable air is covered well by the existing rules for Holding Your Breath (p. 137, *SR5*). The only modification to that existing rule here is that any Simple, Complex, or Interrupt Action performed while holding your breath results in a decrease of 1 Combat Turn per action of breath-holding time. Swimming Movement doesn't count as an Action for this purpose, but a Swimming Sprint action does, meaning it reduces breath-holding time by 1 Combat Turn.

The chilling cold of the water is a different story and even a different story than regular cold. Water can sap heat from the body at a rate 25 times faster than that of air. Where 22° C (70° F) air feels nice, 22° C water feels cool and will cause hypothermia if you spend too long in it. The standard rules for Fatigue from Environment work here, but the Environmental Severity of water only goes up to Extreme. Cold water is deadly but it rarely ever kills within a minute unless the person in it has some kind of pre-existing injury or condition.

These same rules apply for being soaked in water in environments below 10° C (50° F). Taking off and drying the clothes is probably the best option, but that bit of not-so-common sense would require an Intuition + Survival (1) Test to recall.

FATIGUE FROM ENVIRONMENT

MILD (INTERVAL—1 HOUR)

Mild environment water ranges in temperature from 22° to 17° C (70°-60° F). Most waters between 25 to 35 degrees latitude, north and south, have a surface temperature in this range. An average person can survive hypothermia for about ten hours but will pass out (and likely drown) somewhere around the six-hour mark.

MODERATE (INTERVAL—30 MINUTES)

Moderate environment water ranges in temperature from 16° to 11° C (60°-50° F). The ocean's surface temperatures sit at about this point from 35 to 45 degrees north and south. Average Joe is gonna last about six hours in this and pass out around the four-hour mark.

HARSH (INTERVAL—6 MINUTES)

Harsh environment water ranges in temperature from 10° to 6° C (50°-40° F), a common surface temperature beyond 45 degrees latitude and out to about 60 degrees latitude. When jumping into these waters without hope of rescue or a lifeboat, it might be a better idea to go headfirst and swim for the bottom to bring on the inevitable a wee bit quicker. Drowning will cause about a minute of suffering. Hypothermia in these waters will have you shivering for forty minutes or so before you pass out and drown anyway. In case you don't drown, your body will shut down completely around the one-hour mark. The good news is, sometimes waters this cold actually induce a coma from which you can recover. Game-wise, this would entail burning a point of Edge, dropping into a coma with help from the Hand of God option, and then return someday to exact revenge on the evil cold water that almost killed you.

EXTREME (INTERVAL—1 MINUTE)

Extreme environment water ranges in temperature from 5° to -2° C (40°-28° F)—and yeah, that's below the freezing point of water. Thank you, salt! Unpleasant, even with the proper equipment, these are the water temps that killed the passengers on the R.M.S. Titanic. Those forced to tread water, due to the ship's appalling lack of lifeboats, only survived about ten minutes. Most were silent before six minutes passed. This sad event in history shows how truly deadly these icy waters can be. Elsewhere on the globe, these temperatures are found beyond 60 degrees latitude, especially around the polar ice caps.

TROUBLES IN THE DEEP

And now for an actual look beneath the seas. The best way to get a look beneath the seas is from the safety of a submersible, but for now we'll discuss what happens when you're on your own. There are three basic types of diving, mainly separated by the depths to which a

UNDERWATER PERCEPTION MODIFIERS

CONDITION	MODIFIER
Underwater hearing	+1 for sound presence, –1 for direction
Underwater vision	+1, range limited by Water Clarity

UNDERWATER VISIBILITY TABLE

WATER CLARITY	MODIFIER	MAXIMUM VISIBILITY
Clear	–1 / 5 meters	40 meters
Cloudy	–2 / 5 meters	20 meters
Murky	–1 / meter	10 meters
Muddy	–2 / meter	5 meters

character wishes to descend: shallow water, SCUBA, and deep-diving.

Shallow diving includes all dives less than ten meters and can include free-diving (no tank), snorkeling (snorkel used), snuba diving (air hose to a tank on a boat), OXSYS diving (artificial gill), or scuba diving (tank diving). Other than rules for cold water if the character is diving in such an area, these dives don't take much more than a little training on the relative equipment.

Scuba diving is used for dives from zero to fifty meters. Depths below ten meters require at least a small amount of extra training. The diver needs to reference their dive computer or a dive table to see how long they need to stay at certain decompression depths to let their body readjust to the reduced pressure of shallower waters. Failure to do this can result in a number of different effects. In order to make this game stay a game and not a lesson in scuba diving, the rules will stay simple.

Characters need to make an Intuition + Diving (Depth/10, round up) Test. The ramifications of failure are based on the depth and how badly they miss the Threshold. They can be found on the Resurfacing from Shallower Water table. Characters with a threshold of 5 that miss them all suffer all the negative effects. If they get 1 hit, they only suffer the effects of 4 and lower.

The importance of having a dive buddy is taught to every person who ever learns to scuba dive. In any case where two or more characters are diving together, the best Intuition + Diving Test result is used as long as they all agree to stay together. If the divers are able to communicate verbally, this method allows a Teamwork Test as well.

RESURFACING FROM SHALLOWER WATER

MISSED THRESHOLD	EFFECT
1	Burst capillaries lead to a rash around shoulders and chest area
2	Decompression Sickness, –1 penalty to all actions due to pain for five hours
3	Ruptured Ear Drum, –2 penalty to Perception Tests (Audio)
4	Numbness in hands and feet, –1 penalty to all Physical Actions, Movement rate cut in half
5	Nitrogen Narcosis, –2 to all actions due to "drunken" behavior for five hours

RESURFACING FROM THE DEPTHS

MISSED THRESHOLD	EFFECT
2	Ruptured Ear Drum, –2 Perception Tests (Audio)
3	Decompression Sickness, –2 penalty to all actions due to pain for five hours
4	Nitrogen Narcosis, –2 to all actions due to "drunken" behavior for five hours
5	Oxygen Toxicity, Confusion, –4 to all actions for five hours
6-7	Air Embolism, 12P damage resisted with Body
8-9	High Pressure Nervous Syndrome, –2 to all actions due to shaking for ten hours
10-11	Lung Rupture, 18P damage resisted with Body
12+	Kraken, Character is attacked by a kraken

Deep diving represents all dives below fifty meters done with equipment. These require far more extensive training and often specialized equipment in order to handle the pressures and their effects on metahuman oxygen processing at these depths. Normal scuba equipment is commonly used to only 100 meters, but can be used down to 325 meters in order to set records or prove a point.

Characters diving down beyond 50 meters make an Intuition + Diving (Depth/25) Test. Failure means consulting the Resurfacing from the Depths table. Like SCUBA, the character applies their hits and suffers all the missed Threshold levels.

For even deeper depths, extremely specialized equipment is used, including the atmospheric diving suit, or ADS. This suit doesn't require diving skill; instead it requires a Pilot Anthroform skill but negates all the other potential hazards of ultra deep diving. The current ADS2070 model is rated to 800 meters. Not much when considering the depths of the ocean, but since light doesn't get past about 200 meters, there's not much to see at that depth anyway.

UNDERWATER COMBAT

Since a character that fails on a Diving Test for a 300-meter dive gets attacked by a kraken, we'd best explain what options and difficulties that character is going to have. The biggest problems to overcome will be a lack of mobility and visibility.

Characters fighting under, in, or on the water face a flat -2 dice pool penalty to all Attack Actions to represent the basic difficulty of trying to adjust to the fluid environment.

Ranged weapons that are not specifically designed for use in aquatic environments suffer a reduction of -1 DV for every meter of water a round fired from them passes through. Firearms not designed for underwater cannot be fired while they are underwater. They can be modified with special features to provide oxygen for combustion and special slides to allow semi-automatic weapons to re-chamber a round. Rules for this can be found in the **Modifying Weapons** (p. 51) section.

Melee combat in and under water is tough. Characters have their Strength halved to determine the damage of all Melee attacks. Grappling, Clinches, and Subduing all allow the character to apply their full Strength against an opponent within their grasp.

As any fish in a lake where dynamite fishing is allowed will tell you, underwater explosions suck. Due to compression effects, explosions underwater tend to be highly damaging, but many explosives rely on fire or shrapnel to damage a target, two things that don't get very far underwater. Underwater stats for explosives can be found in the Underwater Explosives table.

UNDERWATER EXPLOSIVES

GRENADE	DAM	AP	BLAST
Flash-bang	10S	-4	20m
Flash-pak	Special*	—	Special*
Fragmentation	18P(f)	+2	-2/m
High-Explosive	20P	-2	-1/m
Gas	—	—	5m Sphere
Smoke	—	—	5m Sphere
Thermal Smoke	—	—	5m Sphere

**Flash-paks look fragging crazy underwater as the light refracts and reflects in all sorts of crazy ways. Double all modifiers inflicted by the flash-pak if it goes off underwater for anyone in range who is also underwater.*

MAGIC OF THE SEA

ASTRAL PERCEPTION/PROJECTION

Astral Perception and Projection are affected by water under certain conditions. The waters within ten meters of the surface of most bodies of water are teeming with so much life they provide a -2 dice pool penalty to all Assensing Tests. Warm waters, especially along coasts and in shallows, incur a -4 dice pool penalty to Assensing Tests due to the abundance of microorganisms in those waters. All waters, no matter how devoid of life they seem, have microorganisms and incur a -1 dice pool penalty on Assensing Tests.

The advantage of all this life is that on the Astral Plane the oceans are relatively easy to see in, and astrally projecting characters only suffer the standard -2 dice pool penalty when navigating in even the darkest waters. Exceptions to this occur in areas where the life forms have been intentionally purged or have died off due to pollution.

Astral Projection is not stopped by these microorganisms, but some are mana sensitive and light up when an astral form passes. It is up to the gamemaster to determine if these mana-luminescent species are present in a body of water. Water does not slow an astral form, but the emptiness and lack of gravitational force make traveling astrally through water quite dangerous. Projecting characters can lose their sense of direction quite easily, especially after an altercation where avoiding an attack is more important than remembering which way you're facing.

Astrally Projecting characters must make an Assensing (3) Test or lose their sense of direction underwater. With the speed of astral travel being so fast, this isn't exactly dangerous, but it can lead to losing a target or being unable to find a specific location again.

SPELLS

Most spells have at least some alteration when being cast underwater. The Spells Beneath the Waves table offers general guidelines for certain spell effects underwater. The gamemaster makes the final call as to the effects of a spell underwater and can modify them as she sees fit.

SPELLS BENEATH THE WAVES

Manipulation Spells	Elemental effects vary by element.
Illusion Spells	All illusion spells suffer a –1 dice pool penalty.
Range	
Area-effect	Elemental effects vary by element. Illusion spells suffer a –2 dice pool penalty.
Line of Sight	Limited by Visibility in water.
Elemental Effects	
Fire	They don't work. Period.
Electricity	Single target attacks affect everything within 5 meters of the target. Area-effect attacks have double the Area of Effect.
Cold	Single target attacks affect everything within 2 meters. Area-effect attacks have half the Area of Effect.
Acid	Single target attacks have no effect. Area-effect attacks have their damage halved.

SPIRITS

Summoning spirits underwater is not a great idea for five of the six kinds of spirits and an absolutely horrendous idea for one of those five. There are no modifiers to the Summoning Test for any of the spirit types, and none of them mind hanging out on the astral plane. Problems usually arise when they are asked to use their Materialization power.

AIR

Usually appearing as a mass of gas bubbles when materialized beneath the water, spirits of air have few issues near the surface but suffer from the effects of pressure on gasses at depths. Air spirits' attributes are reduced by 1 for every 100 meters of water above them due to the compression of the gasses they are materializing as. When summoned at depth and asked to Materialize then brought to the surface, the reverse occurs until they reach the surface where they return to normal.

BEAST

These are the least affected type of spirit when asked to use Materialization underwater. They simply take on the form of an aquatic beast or an amalgamation of a few such creatures.

EARTH

Earth spirits are not particularly comfortable underwater, and they create a haze of silt around themselves while Materialization is in use. The haze creates a -1 dice pool penalty to all actions that pass through the haze. Earth spirits using the Materialization power can also make themselves extra dense and sink to the bottom quickly or form into a pumice-like substance and float quickly to the surface.

FIRE

Really?! Just don't ask them to use Materialization underwater. Fire spirits that Materialize underwater are instantly wracked with pain from their Allergy (Water). Complete submersion also causes 1 point of Force damage every Combat Turn the spirit is Materialized. The Energy Aura power is ineffective underwater, as are Elemental Attack and Engulf.

MAN

A creature of land, man has little power under the sea. When using Materialization a spirit of man suffers a -2 dice pool penalty when deeper than 10 meters for the natural disconnection between man and the sea.

WATER

In their natural surroundings, spirits of water are virtually undetectable without Assensing. Anyone trying to spot them suffers a -6 dice pool penalty to all Perception Tests. Assensing will still easily discern the astral form of a spirit of Water from the surrounding waters. Spirits of water also gain a +10 meter increase to their Walking Movement and +20 meters to Running while in water.

AEGIS INCOGNITO

SEARCH: AQUATIC ENVIRONMENTAL HABITATS

EVO SAOTOME AQUADOME

With the troubles at Evo's Gagarin Mars base calming down, this place has managed to finally come through its high security lockdown. The time spent under heightened security wasn't wasted, I'm sure, and this cluster of facilities is going to be a prime target for operations.

CADMUS DEEP HABITAT COLONY

The pinnacle of deep-sea habitation technology, this research facility sits at a depth of 3,500 meters in the North Atlantic off of Portugal. Run by Saeder-Krupp and used as an ultra-secure hideaway for some of their most valuable minds, this place is a nightmare target for any runner looking to get in.

ARES TRIDENT

Thanks to years of deep-cover infiltration, we have plenty of information on these military training facilities and some highly combat-trained operatives. This three-structure compound on the Guiana Basin holds a wealth of milspec technology and training procedures, as well as a full R&D facility.

AZTECHNOLOGY MILITARY AQUACOLOGY

Our reports verify that the ships we've been monitoring cruising in and out of Barranquilla have been releasing construction supplies and personnel for this project. The reports we've received from assets working in the area aren't conclusive on whether the project is complete, but there are definitely personnel living on site, and security in the waters around the site has increased as well. Odds are work on this picked up so that Aztlan and Aztechnology can better protect their marine food supplies after the destruction to their facilities wrought by Sirrurg.

RED WHEEL ENGINEERING MAXIMUM SECURITY PRISON

We've gathered a solid file on the "Terrapin Prison" off the coast of Kenya, and this place is a doozy. A mobile maximum-security prison facility with underwater prison cells that can be rearranged at will is already quite the techno-incarcerative accomplishment. The bonus money from this facility comes from the data-storage nodes that have been added. Not only does the prison secure criminals, but it also secures data.

PEOPLE'S PLUNGE

After the damage caused by the Sea Dragon last year, Horizon's "Party Egg" has yet to be repaired. Horizon has actually begun a salvaging operation on the site to try to reuse some of the materials from this facility on their next aquacity project. Security has been increased at this yet-unnamed facility off the coast of Los Angeles. The new project features a similarly shaped design but rests atop the continental shelf. Rumors say it's being designed to be "dropped" off the shelf once each day for a deep-sea show of technological ingenuity. The PP is still rumored to contain data from experimentation that occurred at the site, which was the most plausible reason for the Sea Dragon's assault on the facility.

AQUATICUS

Another target of the Sea Dragon, this facility was declared by Evo to be damaged beyond repair as it was dropped from its perch 1,500 meters beneath the sea into the crushing dark of the Marianas Trench. Our intel shows that the facility's descent into doom stopped around the 3,000-meter mark and it was repaired, but Evo is keeping it off the books for some reason. I'm sure the repairs were made easier by the cadre of genetically modified employees Evo has at their disposal. Despite the current nanotechnology scare, Evo has not lost a step in their use of the microscopic machines in enhancing (or "enhancing," if you're fond of scare quotes) the metahuman condition.

PROTEUS AG NORTH SEA ARKOBLOCKS

We're still having trouble getting anything solid on these facilities. Medical cost arrangements become excessively prohibitive when negotiating with local assets aware of the conditions in the North Sea. I'd recommend getting non-European assets to travel over and perform operations against the facilities—preferably a long series of operations that can be completed before the adverse long-term effects of exposure to the area begin to manifest.

PROTEUS AG ARKOBLOCKS

Our intel from Proteus' projects around the rest of the globe is solid. We have numerous sources feeding data to us on a daily basis about operations and projects occurring at Proteus' massive aquatic cities. The opening of Proteus' Touristenfalle arkoblock, constructed off the coast of Hong Kong, has allowed a lot of insight into Proteus' design techniques. Or at least, into their design techniques as of twenty years ago. The arkoblock seems to have been intentionally built based on early designs and then opened to tourists. The act has certainly provided a shift in popular opinion for the corporation. Makes me think they might be pushing for something.

THE SEA DRAGON'S LAIRS

I can't understand why no one ever believes the stuff that pops up over on JackPoint. The site had a great insider look at some of the Sea Dragon's operations, and we seem to be the only intel operation giving it a second thought. Both Hawai'i and Indonesia have proven to

AEGIS INCOGNITO

SEARCH: AQUATIC ENVIRONMENTAL HABITATS

be ripe territory for operations and asset informational interrogations to solidify data on the holdings and operations of the Sea Dragon.

Indonesia and Nihoa are both highly active locations with extensive aquatic operations both for and against the Sea Dragon. Most operations are coordinated at the street level, with operatives of such low value they are below the gaze of the Queen of the Sea.

BOSTON HARBOR

An aquacity and arkoblock were both lost inside the Northeastern Metroplex Axis Quarantine Zone. The Aqua Arcana Boston Harbor Aquacity, Aabha for short, and Proteus Neuhammer arkoblock were two of the major aquatic resources lost when the NEMA Quarantine went into effect. Other smaller monitoring stations and hundreds of ships were also still in the Harbor when they locked the place down.

These two facilities, though run by opposing corporations, were both working to try to save the Harbor's ecosystem. As much as it angers me, with no real news coming from inside the quarantine zone we need to archive these files for now. No sense keeping them up in the active storage. I'm making this recommendation for all Boston- and NEMA-related files until we can get word through the lockdown.

ABOVE THE SKIES

Space, the final frontier. Some mages would argue that the metaplanes could be the final frontier, while some oceanographers would say our greatest mysteries still lie beneath the waves, but space is both close and far, understood (in theory) and yet possibly infinite and unknowable. This alien environment is so often depicted as the scene outside a space-station window or as the backdrop for a sci-fi trid that people fail to consider the massive amount of training and psychological testing that go into being allowed into space.

The standard Fatigue from Environments rules don't apply in space. Death is never delayed once a character is exposed to the vacuum of space. Everywhere outside the confines of a spacecraft or on the surface of another planet counts be a Deadly Severity environment with enough penalties to cause death in seconds. So rather than fixate on different grades of environments, let's instead look at some of the other complications in space, like distance for communications and the myriad of complications caused by variances in gravity.

MATRIX LAG

Noise, noise, and more noise. Distances in space are too far for clean signals of densely packed data to make it without at least some clarity loss. There are a lot of ways to limit Noise when working in the Matrix, but the distance between even the closest of space objects is beyond the limits of normal Noise elimination protocols. Objects may be introduced with the advanced Matrix book, but for now it's simple. Distances in space are too far for signals to come through clearly. Hackers looking to gain direct access to Matrix systems in orbit need to gain access to the locations—remote hacking is not going to happen.

GRAVITATIONAL COMPLICATIONS

Metahumans are creatures of gravity. Their bodies are built to move in it, their biology is meant to function in it, and when there are changes in gravity, whether that be its absence or an excess of gravitational force, the metahuman form does not adjust easily. The basic gravitational force of the Earth is 9.81 m/s^2. This varies slightly all over the surface of the Earth, but not in quantities great enough to have a significant effect on metahuman physiology. Beyond the gravitational field of the Earth, though, is a whole other story.

For the purpose of determining game effects we'll classify gravity in four categories: Zero gravity, Low gravity, Earth gravity, and Heavy gravity. Earth gravity is the normal gravitational acceleration of Earthbound objects, the force that all the basic rules are built on. It's the norm, so it brings no other conditions, modifiers, or any such things. It may come from the planet or be artificially created but either way the result is a location where metahumans feel comfortable walking around.

Zero gravity is exactly that. A place that has no singular force pulling the character—or projectiles they may be shooting—in any particular direction. In this environment the character is weightless. They don't move in any direction without something pushing or pulling them in that direction.

Low gravity provides at least some sense of up and down. That sense may be far weaker than the force of the Earth holding a character to the ground, but it exists and it gives a point of reference for characters moving in this environment. Jumps may be higher, leaps longer, and push-ups easier, but the awkwardness of the environment makes all those things clumsy.

Heavy gravity is a state of force distribution where the metahuman body feels a greater downward pull and therefore feels "heavier." Though the mass of the meta-

human does not change, the exchange of forces between the metahuman body and the structure it stands on or opposes favors the opposing body more than the metahuman. Places like this make characters clumsy and more sluggish, and they also pull projectiles to the ground more quickly.

SPACE COMBAT

Fighting in space becomes far more difficult thanks to the lack of gravity and a surface to anchor on for attacks. Since the laws of physics remind us that every action has an equal and opposite reaction, and fighters lack a six hexillion kilogram anchor to root themselves against, forces become more balanced in space.

Due to this, most attacks in space have both attack modifiers and damage modifiers to represent the change in forces when there is nothing to anchor against and the reciprocal force isn't absorbed quite as efficiently. The effects of a varied gravity also modify Actions, Damage, Movement, Falling damage, Recoil, Range, and Defense, all of which are covered below.

ACTION MODIFIERS

Zero G provides no rooting capabilities with the exception of strapping in, and that doesn't really help much when you aren't trained to make your attacks from a seated position. Based solely on the difficulty of maneuvering, anchoring, and positioning in zero gravity, all actions linked to a Physical Attribute suffer a -2 dice pool penalty.

Low gravity makes for a lot of timing and balancing issues as gravity exerts its unseen forces at an unaccustomed rate. Based on the difficulty of maneuvering, balancing, and timing actions in low G, all actions linked to a Physical Attribute suffer a -1 dice pool penalty.

Heavy-gravity environments make characters feel sluggish, heavy, and slow. Based on the difficulty of controlling physical motions while acting in heavy G, all actions linked to a Physical Attribute suffer a -1 dice pool penalty.

DAMAGE MODIFIERS

ZERO GRAVITY

Zero-G environments offer an interesting arena for battles that pitch power versus skill and suffer a variety of side effects to projectile weapon use. Characters fighting in zero G need to stay aware of their positions in regards to surfaces around them.

Melee attacks that involve swinging an object and seeking contact with an opponent—whether the object is a fist or a katana or whatever—suffer a reduction in Damage Value due to the lack of attacking character anchoring, the free-floating ability to absorb blows with motion, and Newton's Third Law. Characters' Strength Attribute is reduced by half when determining melee attack damage.

Melee attacks that involve grappling, ground-fighting techniques, or individuals who are both strapped down don't suffer any reduction in damage.

When considering special melee attacks such as Push, Shove, or Throw Person, where opponents are attempting to move each other, it is important to remember that objects in zero G do not have any other significant force acting on them, and Newton's Third Law rules. A scrawny elf with no way to gain leverage isn't going to push or throw a bulky troll very far, but when the situations are reversed, the only thing stopping that elf from moving will be the next available bulkhead. When these attacks come up, have a little fun with physics. Have both characters multiply their Body Attribute by their last Movement. Compare the two. Motion continues in the direction of the character with the higher Body x Movement. The attacker stays balanced and ready if they succeed, and they send the defender "prone." If the attack is blocked, the attacker is thrown off-balance and considered "prone."

Ranged attacks made with standard weapons have their DV reduced by half (round up) due to the increased loss of energy to motion in both the attacker and the defender. If either the attacker or defender is anchored, the damage is only reduced by a quarter (round up). If both are anchored, there is no change to the Damage Value of the attack.

For added flare, ranged attacks in zero G can put both the attacker and the defender off balance from the sudden exchange of energy. After every attack the characters (both the attacking and defending ones) have to use a Simple Action on their next available Action Phase and make an Agility (2) Test or suffer -1 dice pool modifier on all actions until they succeed on the test (they can make a new test each Action Phase).

LOW GRAVITY

Low G environments aren't a whole lot easier to operate in than zero G. The presence of a small gravity field gives a better sense of up and down, and characters feel lighter and relatively stronger (though nothing happens to their actual Strength Attribute).

Melee attacks that involve swinging an object and seeking contact with an opponent suffer a reduction in damage due to the difficulty of balancing for the attack. A character's Strength Attribute is reduced by one quarter (round up) when determining melee attack damage.

Just like in zero G, melee attacks that involve grappling, ground-fighting techniques, or individuals who are both strapped down don't suffer any reduction in damage.

When considering special melee attacks such as Push, Shove, or Throw Person, where opponents are attempting to move each other, low-G environments change how energy is exchanged due to the minimal

amount of anchoring allowed by limited gravity. These attacks are adjusted as follows:

Push: If successful the defender is pushed 1 meter beyond the attacker's Reach (minimum 2 meters). If unsuccessful, the defender stays put while the attacker is pushed back to the edge of his own Reach.

Shove: The attack occurs as normal, but the defender is moved a distance of (double the net hits) meters and must make an Agility + Reaction (2) Test or fall prone.

Throw Person: When determining distances for throws, reduce the defender's Body by half.

All ranged attacks made with standard weapons (those not designed or modified for space operations) have their DV reduced by 1. When determining Knockdown, reduce the defender's Physical Limit by 2.

HEAVY GRAVITY

The difficulties of heavy-G environments are different than those of lighter gravity, but they are difficulties nonetheless.

Melee attacks feel slow and sluggish due to the additional gravitational force. When determining all striking melee damage, use half the character's Strength to determine the Damage Value of the attack. Attacks that involve grappling or clinching don't suffer any change to their DV.

For special melee attacks that are designed to move characters, such as Push, Shove, or Throw Person, the additional force holding a character in place makes tossing them around harder to do. All of these maneuvers suffer a -2 dice pool penalty to the attack action.

All ranged attacks suffer a -1 dice pool penalty in heavy-G environments due to the extra muscle strain from throwing or holding up a weapon.

MOVEMENT

Each gravitational variation poses a different set of problems for the acting character in terms of Movement.

ZERO GRAVITY

Characters do not have a Walk/Run rate when moving in zero G. All movement in zero G is either very deliberate or simply continued from the last action. In order to move, characters need to either climb, jump, or float.

To climb, characters follow the Climbing rules (p. 134, *SR5*) with a few modifications. All climbing tests in zero G gain a +2 dice pool bonus. The Movement rate is based on whether a Simple or Complex Action is used for the test. Using a Simple Action allows for 1 meter per hit of Movement in the direction of choice along a surface, while a Complex Action allows for 2 meters per hit.

To jump, or simply move across open spaces instead of along walls (characters don't follow the standard Jumping rules). Instead, a jumping character uses a Simple Action to make a Gymnastics + Strength [Physical] Test and can choose to start moving at any rate up to 2 meters per hit per Combat Turn. The chosen velocity can't be changed unless the character reaches another surface or engages in some form of combat where it is assumed by the rules that they slow during their engagement since melee combat in *Shadowrun* is not simply a single swing but a series of strikes and feints.

When the character is going to reach another surface, they need to make a Gymnastics + Agility [Physical] (2) Test. Failure means the character impacts the surface at an uncomfortable angle and must resist Stun damage equal to their Movement rate just before impact. The damage is resisted with Body + Armor.

LOW GRAVITY

Movement in low G varies greatly based on how the character is moving. The decrease in weight means the character's muscles can push their mass faster, but the reduction in friction means slowing or changing directions is tough, and one misstep turns a sprint into an uncoordinated jump, with a possibly unpleasant tumble at the end.

To reflect the level of coordination being maintained during the Walk/Run Movement rates, the character's Movement rates are calculated differently. See the Movement in Space table for the new calculations.

Changes to climbing and jumping also occur in low-G environments. Climbing rates are the same as zero G, but the character does not receive the +2 dice pool bonus. Jumping distances are greatly increased in low-G environments. After making the Gymnastics + Agility [Physical] Test, a character can jump 3 meters per hit on a running jump and 2 meters per hit with a standing jump, with their Physical Limit x 3 in meters serving as the limit on distance. These jumps reach a maximum vertical height of 1/2 the distance traveled horizontally. A standing vertical jump gets 1 meter per hit with a cap of Physical Limit x 2 in meters.

If there are structures or surfaces a jumping character can contact, they can continue to make jumps to reach greater heights, but all jumps after the first are considered standing jumps to calculate distance and height.

HEAVY GRAVITY

Characters are slowed by their extra weight in heavy-G environments. This means that moving faster becomes a lot more about strength than agility. To determine Movement in heavy-G environments consult the Movement in Space table.

Jumping and climbing are also affected in heavy-G environments due to the additional pull of gravity. Jumping attempts are determined by Gymnastics + Strength [Physical] Tests. Running jumps travel only 1 meter per hit, and standing jumps on get half a meter per hit. These jumps reach a maximum vertical height of 1/2 the distance traveled horizontally. A standing vertical jump gets a half meter per 2 hits with the Physical Limit serving as the maximum distance. Not a lot of slam dunks going on in those heavy-G basketball games.

MOVEMENT IN SPACE

GRAVITY	WALK	RUN	SPRINT
Zero-G	See rules	See rules	See rules
Low-G	Agility	Agility x 2	+3m/hit
Heavy-G	Strength	Strength x 2	+0.5m/hit

RANGE IN SPACE

GRAVITY	SHORT	MEDIUM	LONG	EXTREME
Zero-G	x1	x2	x3	x4
Low-G: Natural	x1	x1.5	x2	x3
Low-G: Artificial	x1	x.75	x.5	x.25
Heavy-G: Natural	x1	x.75	x.25	x.1
Heavy-G: Artificial	x1	x.5	x.25	x.1

FALLING DAMAGE

Since gravity is the force that creates the acceleration that makes falling damage so deadly, when gravity is different, so is falling damage. For a zero-G environment, there is no falling damage—there is only the damage characters do to themselves when they launch themselves faster than they can handle. Falling damage for a low-G environment is Physical damage; it starts at 4 meters of falling, and has a DV equal to half the distance fallen in meters. In a heavy-G environment the damage is Physical, starts at 2 meters, and the DV is equal to double the distance fallen in meters.

Characters falling in a low-G environment drop 25 meters in the first Combat Turn, 50 meters in the second Combat Turn, and 100 in every Combat Turn after that. In a heavy-G environment the falling rates are 100 meters in the first Combat Turn, 200 in the second, and 400 in every Combat Turn after that. No matter which environment, it still hurts when you hit the ground at terminal velocity.

RECOIL

Changes in gravity affect how the recoil is handled on a firearm. In zero-G and low-G environments, recoil modifiers are doubled as the force of the firing is hard to bring back under control with less weight to anchor against. If a character is anchored in place (strapped down, magnetic boots, etc.), recoil functions as normal.

For a heavy-G environment, recoil modifiers are halved as the additional weight makes it easier to absorb the force of the recoil. Full-Auto HMG space firing fun for all!

RANGE

When looking at Range in a variable gravity environment, consider whether the gravity is created by a normal planet-like mass or if a rotational force is used to create artificial gravity. On a planet-like mass, the bullet travel distance is affected by the pull of gravity. Rotational force creating gravity means the target is actually moving in a constant arc, and the bullet travels straight while the target continues to move in a circular pattern to maintain the needed speed for artificial gravity. The bullet does not travel as "far" based on a point-to-point perspective. Since Short Range is determined by a combination of target size and bullet velocity, it doesn't change on any weapon. Zero-G is a special case, since gravity is not acting to change a bullet's direction of travel. This means ranges for all weapons change based on target distance. The Range in Space table has multipliers to figure out the new Range modifiers in various gravity conditions.

THROWING WEAPONS RANGE IN SPACE

GRAVITY	SHORT	MEDIUM	LONG	EXTREME
Zero-G	x1	x2	x3	x4
Low-G: Natural	x1	x1.5	x2	x3
Low-G: Artificial	x1	x.75	x.5	x.25
Heavy-G: Natural	x1	x.75	x.25	x.1
Heavy-G: Artificial	x1	x.5	x.25	x.1

THROWING WEAPONS

Thrown weapons face the same range issues as those fired from a gun or bow. The big difference is, usually (with the exception of famous troll pitcher Oscar "Hurlg" Maddox and his amazing 63.5m/s fastball) objects that are thrown don't have as much velocity behind them and don't get the kind of distances that fired objects do. Modifications to the ranges for thrown weapons are located on the Throwing Weapons Range in Space table and try to simulate not only the precision factor of the throw but the velocity at which it will travel.

DEFENSE

Defending in alternate gravity environments can have drawbacks and advantages. All characters performing any kind of Defense Test suffer a -2 dice pool penalty in zero G unless they are anchored down, in which case there is no modifier. Characters in a low-G environment gain a +1 dice pool bonus for being lighter on their feet. Characters in a heavy-G environment suffer a -1 dice pool penalty for being slowed by their extra weight.

BIGGER PROBLEMS

DECOMPRESSION

Sudden decompression represents a Deadly Radiation Environment and should be handled as such if a character is ever suddenly exposed to a massive change in pressure environment. This would apply in space where pressure reaches almost a vacuum state or opening up a lock on a deep sea vessel and letting the ocean in.

SUIT LEAKS

The slow change of pressure and environment created by a suit leak can be represented with a Harsh Radiation Environment. This gives the character a little bit of time to race against the clock in repairing their suit or getting into a safe environment before the suit fails and they die.

HULL BREACHES

This is usually a case of sudden decompression when a character is in a breached room that is sealed, but if the decompression is pulling the environment from the whole facility, the character will need to get to the valve to seal off their section. When a character is present in a compartment on a ship where a hull breach has occurred, the character needs to make an Agility + Reaction (2) Test in order to find something to grab and not get sucked out into space. Failure means the character is either sucked into space or to a spot so close to the breach they begin suffering the effects of Decompression. Success means the character has latched onto something or held their ground and can begin moving towards safety. The gamemaster determines, based on the environment, how that travel can occur. While a hull breach is in effect, the compartment where the breach occurred is considered a Harsh Environment in terms of Fatigue, and rolls should be made accordingly.

LONG-TERM EFFECTS

Space is an odd place for the metahuman body. The various physical differences from gravitational forces and changes in pressure wear on the body quickly in space. Characters that spend extended periods of time in space face non-Karma initiated alterations to their Physical Attributes from their time in varied gravity. In a zero-G and low-G settings, characters lose 1 point of Strength (to a minimum of 0, at which point they are paralyzed from muscle atrophy and need to get somewhere for rehabilitation) and gain 1 point of Agility for every three-month and six-month period, respectively,

A BRIEF SPACE ASSET EVALUATION

Here's some rough data on the current high-profile space assets that may be at risk due to recent events. Just in case this information is disseminated to those with limited space geography knowledge, there's also a brief on each general space region.

LOW-EARTH ORBIT

Low-Earth orbit extends from about 160 kilometers to 2,000 kilometers above Earth's sea level. Objects in this orbit move around the planet at varying intervals based on their proximity to the planet. The closer the object is to the Earth, the shorter its period (or the time it takes to circle the planet). Orbital periods range from 88 to 127 minutes.

Apollo Station (Ares)—This station is primarily a cargo facility. Significant numbers of products stored on the station have been quarantined after some recent warnings.

Camelot Research Station (NeoNET)—Focused primarily on space technology research, this facility has been on high-security alert since the events of August. NeoNET may be focusing some intense anti-viral research on this station and working hard to keep it safe.

Nimbus Shipyard (Ares)—Financial troubles and internal turmoil have led to a halt of production at this facility. Negotiations are currently occurring between Ares and the Space Rescue Service (SRS) to exchange current debt for ownership or leasing of the spacecraft production facility.

Zurich Orbital (Corporate Court)—Everyone knows the famous home of the CC and Z-O Gemeinschaft Bank. The station has been rotating out staff and security personnel for more frequent medical and psychological evaluations over the past few months.

Dyson 3 (Starfield Botanical Engineering)—One of the fastest growing platforms out there right now, SBE has been adding additional growing fields for their miraculous SpaceWheat™. Most of their production has gone to other orbital stations, but it is at least saving launch costs for other food stuffs. The food production issues caused by the events of the Az-Am Conflict have yet to fully play out, but the speculation on food shortages has helped SBE grow Dyson 3 immensely.

Eagle Eye-II Deep Space Observation Platform (Horizon)—Made famous by its free image database, Eagle Eye-II is basically a massive space telescope with a single small living pod attached. Expansions to the living space and potential research facilities are in the works but have made little progress in the last six months.

Himmelsschimede Orbital Factory (Saeder-Krupp)—This is the largest orbital manufacturing facility of its kind and S-K's flagstation for orbital manufacturing. Along with its huge manufacturing facilities, the station also boasts materials and design research labs.

Shibanojuki Free Fall Resort (Evo)—It often amazes me how quickly the playgrounds of the rich can be repaired and, in fact, expanded, while more humanitarian requirements are still mired in red tape and political pandering. This facility got hit hard by Crash 2.0 but came back with a vengeance. To boost PR and make this place look like a common-man destination as well, Evo has sponsored several less-affluent members of the Gagarin Mars Base staff to stay at the resort. The "ghost" issues they had seem to have cleared up—at least, that's the official word. Whatever they had to do to calm things down may come back to haunt them some day.

Spindle Space Platform (Aztechnology)—With a history of troubles, it's interesting to see this place finally having some success. Aztechnology has shifted some of their NatVat funding to research here and have developed some interesting things according to their latest R&D reports. The addition of a tourism facility to the station has also helped it seem more friendly, though security has been a bit more draconian of late.

GEOSYNCHRONOUS EARTH ORBIT

An object in geosynchronous Earth orbit has an altitude of about 35,000 kilometers above sea level. Objects in this orbit have a period equal to the rotation of the Earth, or about 23 hours 56 minutes and 4 seconds. An object in geosynchronous orbit traces a path in the sky every day, usually a figure-eight, always returning to the same point at the same time each day.

Icarus Station (Ares)—Currently focusing on materials storage and manufacturing, the facility is flourishing even while Ares has trouble here on terra firma. The rumor mill is full of speculation on what else may be going on, but the bottom line is, Ares isn't spinning out of control up here.

Silver Pinnacle (Trans-Orbital)—A non-megacorporate station, this place helps corporations that don't have space assets and don't want to go through the megacorps to have operations in space.

Echo Station (Independent)—I'm not sure how this place is still in orbit, but it is. It's run by independent contractors and seems to make most of its income through providing activities other orbital facilities do not. Illicit funds move through this place in the form of smuggled goods as well.

LAGRANGE POINT BASES

LaGrange points are the five points near two large, orbiting masses (for example, the Earth and the Moon) where a third small object can be balanced in an orbit between them by the combined gravity of the two larger bodies.

L-1 Treffpunkt-Raumhaffen (Proteus)—This station is Proteus' only space facility. They snuck it up here years ago while the competition was distracted, and they make themselves extremely

A BRIEF SPACE ASSET EVALUATION

Here's some rough data on the current high-profile space assets that may be at risk due to recent events. Just in case this information is disseminated to those with limited space geography knowledge, there's also a brief on each general space region.

useful to other corps by renting out space on the station. Their own research facilities dominate the cubic meterage of the facility, but other smaller firms pay a healthy sum to have space to do work in space.

L-2 Darkside Junction (NeoNET)—Located on the far side of the moon, this facility is never seen from Earth. It's the primary workhorse of NeoNET's space operations and provides a wide variety of services for both their lunar colony and deep space operations. The station also has research labs and a new deep space observatory. Plans for tourism at this facility were scrapped due to cost and security.

L-3 Nerva (NeoNET)—Located at the orbital point around the Earth opposite the moon, it was severely damaged back in '29. It's been a spacewreck ever since, though rumors always abound about plans for its future. The latest recovery efforts have been scheduled for mid-2077, but spacer talk has put some recon missions in the area lately, and a lot of Earth-bound telescopes that can provide a good look at the site have been experiencing repeated systems malfunctions.

L-4 Daedelus (Ares)—It's huge and has a security budget close to the GDP of the UCAS. Yes, that's an exaggeration (but only by a little), but the facility is ultra-secure. Long-distance peeks at the station show more space manufacturing facilities and growth in recent months. This is the largest station in space currently, and it's only getting bigger.

L-5 Angel Station: "The Junkyard" (Evo)—After years of neglect, this place is finally back in the space race. Thanks to an expanding supply of nanoforges that Evo doesn't seem to be having trouble with, this place is taking all the space junk that floats its way and repurposing it for manufacturing materials. Evo has even begun sending out "sweepers," drones to sweep in space debris, to increase the debris cloud around Angel Station.

Helios (Ares)—Located at the Solar Lagrange point opposite the Earth's orbit of the Sun, this facility was the farthest station out in space until Charon and Gagarin came along. Alone out there, it is as secretive as Daedelus but harder to get a look at. Security is mostly provided by distance, since getting out near the station requires either a lot of fuel or a six-month space float. Latest word adds the place to the list of spacecraft production facilities, though rumors and speculation from images say this place is building something big. The recent transfer of all high security projects to Helios has created a lot of untoward interest.

LUNAR BASES

Olympia Lunar Base (NeoNET)—Up and running at 100 percent since August, this is one of NeoNET's biggest distractions to keep people focused away from the trouble surrounding their Boston HQ. The success has created a myriad of rumors about moving the HQ offworld and NeoNET being the first extraterrestrial megacorp. Internal strife will likely halt any real chance of that, but it's keeping the name NeoNET at the forefront of people's minds in a positive way.

Artemis Lunar Arcology (Ares)—A lunar base located near the original Apollo 11 landing site, this place conducts all sorts of space operations for Ares and even does a little lunar mining to supplement their income. Primarily a research station, the arcology is rumored to also be a storage facility for Ares' fleet of spacecraft. Rumors have them looking to perform a hostile takeover of space. But then again, rumors also had them digging up magical rocks back in '61.

Fernseit Lunar Mining Facility (Saeder-Krupp)—Someday the moon will really look like Swiss cheese if S-K keeps digging away. They're pulling tons (literally) of materials from the moon to use both on Earth and for their orbital manufacturing facilities. The base also has research labs for material-science studies as well as lunar geography and geology.

MARS BASES

Gagarin Mars Base (Evo)—With the blackout and reemergence of this Mars base, many are speculating that something otherworldly happened here and now the Earth is at risk. Ridiculous, I know, but in the Sixth World, the ridiculous always has a chance of being true. Right now, the facility is up and running, operating with a full staff as Evo looks to make a bigger name for itself in space.

Charon (Ares)—Located in Mars' orbit, specifically orbiting Mars' moon Deimos, there is very little information available outside of Ares' news blurbs. They've reported very little other than data on Mars and Deimos gathered by the station's sensors. Typical rumors, supported by what's happening at other stations, are that this facility has ship-construction facilities. Unsupported rumors talk of an alien United Nations facility where Ares negotiates and meets with visiting alien races. Ares has reported a number of deep-space probes being launched, especially probes of Mars, its moons, the asteroid belt, and Jupiter.

that they spend in those environments. If any metatype falls below their racially modified minimum they are barely able to move their own mass. These decreases are permanent and must be bought back up with Karma in order to be repaired or maintained. Agility can be increased by a maximum of 2 and only up to characters' metatype maximum. Characters with Muscle Replacement cyberware are not susceptible to these effects.

A heavy-G environment works the opposite way, but in a limited fashion. Characters in heavy G gain 1 point of Strength and lose 1 point of Agility for every three months they spend in a heavy-G environment, up to 2 points each. Increases cannot take a character above their metatype modified maximum, but decreases can drop Agility to 0, at which point the character is unable to maintain muscle control in the environment and needs a regular gravity environment for rehabilitation.

MAGIC

Due to the lack of mana in space, spellcasting becomes challenging away from the surface of Earth. Element-based spells do not function in a vacuum, so they cannot be cast across empty space. Space locations function as astral voids, meaning spellcasters receive a dice pool penalty when they attempt any test that uses their Magic attribute. The penalty ranges from -8 (for places with decent concentrations of life for non-Earth locations, such as the Moon or a large space station) to -18 (for deep space). Note that the corps have noticed this difference and are encouraged by the fact that at least some extension of mana into space is possible. They are hard at work looking for ways to enhance magical abilities away from Earth, but the amount of severely impaired mages they keep sending back to the surface indicated their success is mixed at best.

If you're thinking about assensing or, worse, astral projecting in space, don't. Attempting to perceive with your soul something that is completely absent is a good way to effectively have your soul sucked right out of

you, which tends to leave lasting wounds. Anyone attempting to assense away from the safety of Earth must make a Willpower + Logic (5) Test. If they fail, their Logic is permanently reduced to 1 (though it can be raised again with Karma).

Anyone foolish enough to astrally project in the emptiness of space doesn't deserve a chance to stay sane. Their Logic drops to 1 as above, and they also lose 2 points of their Magic Rating due to the soul-scarring nature of becoming one with nothingness (though again they can rebuild those points with Karma). Spirits cannot be summoned in space, as the summoning power of a conjurer away from Earth is not strong enough to convince them to be suicidal.

QUALITIES

NEGATIVE QUALITIES

BLIGHTED

(6 MONTHS, +5 KARMA; 12 MONTHS, +10 KARMA; 24 MONTHS, +15 KARMA)

This quality has multiple levels to represent the different long-term effects of radiation and pollution damage to the character's system and how drastically it affects everyday life for the runner. The quality can be taken at character generation to represent a life growing up in really bad parts of the sprawl, or it can be gained by dossing down in those spots for an extended period.

The exact effects are not specified, only the effects it will have on rolls for the character. The penalties can be caused by organ shutdown, muscle spasms, cancerous growths, etc. This quality cannot be taken in campaigns that do not face the environments it is designed for without gamemaster approval.

Make an Edge (3) Test at the beginning of each game session. Success means no complications for that game session. Failure means they feel the pain of their rough upbringing in a harsh environment full of excess chemical or radioactivity exposure. (To be clear, you cannot spend Edge on an Edge roll.)

6 months: Characters face a –1 penalty on all Physical actions.

12 months: Characters face a –1 penalty on all Actions.

24 months: Characters face a –2 penalty on all Physical actions and a –1 penalty on all other actions.

EARTHER

(+3 KARMA)

Some people are just not meant to explore the stars. Space flight training usually weeds these people out, but most runners never go through an official space flight program. Characters who take this quality are especially inept in alternate gravities. They suffer a –2 dice pool penalty on all Physical actions taken in a gravity other than Earth norm. This quality cannot be taken in campaigns that do not face the environments it is designed for without gamemaster approval.

POSITIVE QUALITIES

RADIATION SPONGE

(–5 KARMA)

Something about the cells of characters with this quality makes them more resistant to radiation's harmful effects, but it also makes them hold onto that radiation for longer. The character always faces one less step for Fatigue from Environments in Radiation environments, and therefore never faces a Deadly environment. If a character spends time in a Deadly environment, treat it as an Extreme environment for Fatigue purposes; use the Deadly environment times and double the length of time for carrying Radiation with them.

For example, Glowboy is a Radiation Sponge who makes a two-minute jaunt into the heart of Glow City in Redmond to prove a point. He comes out a little tired but excited to tell his pals all about the trip. When his pals start falling over, Glowboy tries to help them but they only seem to get worse. Glowboy is carrying a Deadly environment around with him for 4 minutes after he leaves, plenty of time to kill his less-radiation-friendly pals. He will also be carrying around a Harsh environment for 48 hours and a Mild environment for 48 more. Best he keeps away from other people for awhile.

RAD-TOLERANT

(–3 KARMA)

Sometimes characters are just different. Being able to stand on the outskirts of the Cermak Blast and just stare into the nothing for days on end, or even living there with no ill effects can be a blessing in disguise. Characters with this quality double the time before they gain the Blighted quality. Characters also always face one less step for Fatigue from Environments in Radiation environments, just like the Radiation Sponge.

This Quality is incompatible with the Radiation Sponge Quality.

SPACER

(–3 KARMA)

Some people are just naturally comfortable in alternative-gravity environments. They perform every action with a certain additional grace and style. These characters gain a +1 dice pool bonus to all Physical actions taken in a gravity other than Earth norm.

BLOW UP GOOD

<Damn it, Finesse,> Phantom texted his chummer via commlink as they climbed through the ventilation shaft of the MCT drone factory they had evacuated only minutes ago. <Why didn't your charges go off?>

<Not sure, boss,> replied the young elven street sam. <Might be a loose wire. Maybe the circuit failed. Could be a million different things. Can't tell until I check the charges.>

<On four separate charges?!> Phantom fumed. <You fragging assured me you were good with explosives, and not a single one of them went off? That kind of crap risks our lives, screws up our run, and can trash our rep. I'm sure you don't give a damn about my team's reputation, but *I* do.>

Moving in silence out of the ventilation shaft and into a darkened hallway, the two shadowrunners cautiously slunk through the shadows. Retracing their original paths through the factory, the pair avoided the MCT night patrol and other security measures to arrive back at the drone assembly line, where the charges were placed. Once the two were certain their overwatch hacker had looped the security cameras feeds and the patrols were wandering other parts of the building, they began rechecking the charges.

"Yep," Finesse whispered. "Detonator failed on this one, boss. I'm replacing it."

"You gotta use better material than this," Phantom replied. "And this charge has such sloppy wiring I can see two separate spots where it could've failed. And here, this wiring is frayed. How the fuck do you miss that? You're lucky I've got a 'soft I can slot to fix this."

Slipping a knowsoft into his skilljack, Phantom rewired the charge himself, fixing it in a few minutes' time. "I shouldn't have to be doing your job, noob," he mumbled under his breath. Pissed did not even begin to describe what he felt for the young runner and the empty promises he'd made to score this job.

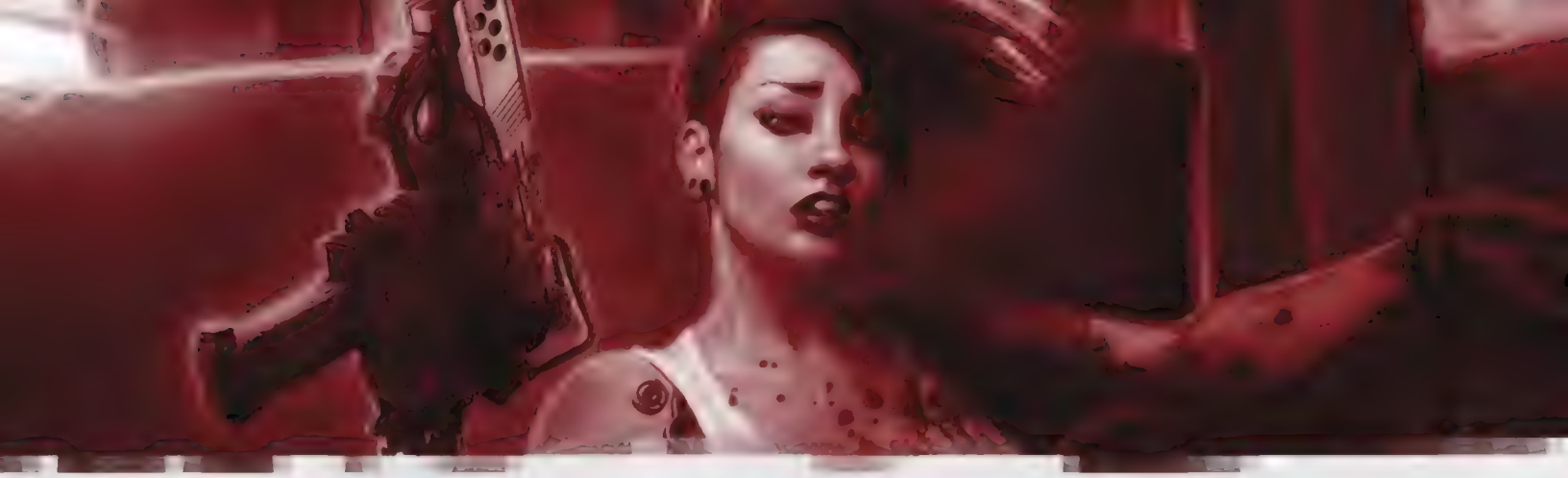
"There were also loose wires on charge number three," said Finesse. "It's all good now. They're set."

That was when Phantom saw what the elf had done to fix the last charge. "Wait, you fucking used *Econo-value* batteries?!" Phantom exclaimed, unable to contain the cold rage in his voice any longer. "Made in Aztlan?! Batteries over a year old with no fucking charge left in them?! You're *done*. I have no time for your bullshit!"

Triggering his wired reflexes, Phantom pulled his silenced pistol from its holster and without hesitation put two bullets into the elf's skull. He re-holstered his pistol and rechecked the two charges Finesse had worked on and claimed were set. On his inspection, he discovered the elf had managed to get them right the second time around—a job that should've been done correctly fifteen minutes ago. Too little and too late for Finesse, as far as Phantom was concerned.

"Phantom, is everything all right?" asked the disembodied voice of Cypher, their overwatch support. "I see your gun went off twice. Should I send the rest of the team?"

"No need," Phantom replied as he dragged the body over to the nearest charge. "Finesse bullshitted me one too many times, so I put an end to his incompetence." He then pulled the dead runner's commlink from his tactical vest and pocketed it, leaving nothing on the body to tie the dead runner to him or his team.



ADVANCED DEMOLITIONS

POSTED BY: BEAKER

A lot of young runners out there think playing with explosives and demolitions is exciting or exotic, or something they want to do just because it looks like hot drek from the trids or they just get a hard-on for making "big booms." They don't take into consideration that working with explosives is dangerous, and it takes a lot of skill, patience, precision, focus, and a steady hand to get the job done right. Demolition work is very much a science, and you simply must have a head for it. Being a quality demolitions expert takes as much dedication and street smarts as does being a skilled spellslinger or a wiz decker, especially if you like living. It isn't something you can become an expert on overnight or do as a part-time hobby; to excel at it, you must devote a good part of your life to it. And don't even get me started on all those slots out there who think all they need to know about explosives can come from skillsofts they can buy on the streets. Most techniques in the demolitions field come from firsthand experience that develops over time, not from an optical chip written by Lofwyr-knows-who. The last thing you want is to make a mistake with your explosives just because the person who wrote your knowsoft got something wrong and passed their mistake to you. I have heard too many horror stories of would-be demolitions experts accidentally blowing themselves up in their own safehouses because they didn't know what the fuck they were doing or they relied on error-laden knowsofts. Even one simple mistake can prove deadly. And even if these dubious knowsoft authors had some semblance of an idea of how to shape and set a charge, they often didn't take into consideration all the paranoid precautions necessary to purchase, make, and store explosives. They were simply too careless and left trails for others to find. Because of that, they found law-enforcement agencies charging through their front door, or they found other opportunistic runners gunning for them, trying to steal their stash of explosives. Oftentimes this gets said runner killed.

If you want to be a demolitions expert and don't already have a military or engineering background or corporate training, the first thing you need to know is that law enforcement does not want you to have explosives. They don't trust your motives, and explosives in particular, especially in great quantities or higher grades, can do a lot of damage to a government's or a corporation's interests—not to mention killing or maiming countless innocent bystanders. Explosive devices on the streets tend to be hotter than any other stolen commodity on the black market, and if you don't know what you are doing, you *will* get burned.

Fences and runners who regularly deal with explosives always have to be wary of sting operations designed to nab those who sell and buy illicit explosives. If you ever pay attention to the news, you know security corporations and other law enforcement agencies love to publicize their efforts in going after those who illegally possess and traffic in explosive material. It's great PR: it makes them look competent and makes the masses feel safer. The only thing you might hear about more on the news is drug busts and the closure of betameth labs. If you intend to buy explosives and you absolutely need to use a SIN, use a fake SIN and use it only once. Consider it burned after that, and use a brand new fake SIN for your next purchase of explosive materials. The last thing you want is to accumulate a datatrail for all of your explosives-related purchases on the SIN and have law enforcement agencies actively start tracking that fake SIN back to you. If they start looking for you, you're already in trouble. Yes, ditching fake SINs that frequently will get expensive, but the anonymity is well worth it.

Next, if you are in the market for explosives or the compounds to make explosives and a fence is offering you too good of a deal or is promising to get you large quantities quickly, walk away. They could be trying to dump their inventory because they know someone is actively looking for it, and they simply don't want to be caught. Sure, it may seem like a good deal now, but it might not be such a good idea a few days later, especially if you find yourself facing down a dozen Knight Errant cops.

Also, the fence presenting you a "too good to be true" offer may be trying to pull off a sting for Knight

Errant or Lone Star. The seller may not necessarily be an undercover cop, but chances are he's already been pinched by the fuzz and is trying to get leniency by rolling over on his buyers. Knowing who you're working with, what explosives should generally cost on the streets, and how your contacts operate is crucial to avoid acquiring materials that can bite you in the ass. And keep track of the news. Be street smart.

CRIMINAL PENALTIES FOR ILLEGAL POSSESSION OF EXPLOSIVES

Posted by: Zhaaganaash

Listen up, chummers. Beaker is not lying to you when she says the law enforcement community takes a dim view on us selling and possessing illegal explosives. Of course, these penalties always vary according to local, national, and corporate laws, but this is the ballpark of the hard time you'll be serving if you're caught with any amount of explosives and you're determined to be unlawfully in possession of said explosives. So be careful. And if you break the shadowrunner's commandment and are caught, let's just say I hope you're an elf. Perhaps you'll still be in good enough shape to resume shadowrunning once you get paroled with your brand-new criminal SIN in the year 2125. On the other hand, I suppose if you're an elf, that means you're relatively pretty, and you know what happens to pretty people in gen pop, so perhaps in jail that notoriously long life expectancy would end up being more of a curse than a blessing. But anyway ...

Most jurisdictions don't care about how much explosives you're carrying. Most just slap you with prison time based on the grade of the explosives in your possession. If you're caught carrying multiple explosives with multiple grades, you will be facing multiple charges with multiple sentences. Most judges will be happy to give you consecutive sentences for those crimes.

For those unfortunate souls found to have used explosives in an attack (e.g., enough to destroy a building or used in a car bomb), the penalty is typically a life sentence. If fatalities were involved in the bombing, you could be facing the death penalty or worse. I hear the corps are still looking for "volunteers" in their Head Crash medical testing programs. From what I've been told, that is something you want to avoid at all costs.

PRISON TIME AND FINES FOR ILLEGAL POSSESSION OF EXPLOSIVE

Rating of Explosives	Prison Term	Monetary Fine
1–5	5 years	50,000¥
6–10	15 years	100,000¥
11–20	25 years	250,000¥
20+	50 years	500,000¥

If there are a lot of incidents dealing with explosives in your area from other runner teams, you can bet Knight Errant or Lone Star are taking steps to end it, which means stepping up sting operations. So don't start putting out feelers for explosives immediately after an incident; wait for the heat to die down first. This usually happens within a month or two at most, as most metahumans tend to have very short memory spans and are easily distracted by the latest news net headlines. I wish I didn't have to keep repeating this message, but runners keep getting caught by these bogus offers and sting operations by being stupid, so I guess the advice is still needed.

If you happen to be a brand-new runner team trying to acquire explosives, plan for initial difficulties and delays in getting your first batch. Your contacts want to avoid jail just as much as you do, so they will be cautious with any new business coming their way, especially if *you* seem like a deal too good to be true and don't have the street cred to back up your claims. Trust issues run both ways, chummer. So my advice to any new runner team is this: When starting out with your career in the shadows, work toward obtaining your first batch of explosives—a small batch that won't raise many red flags—as soon as you can. Your team may not initially need any explosives, but months later you might. And it will be a lot easier on your team if you already have a small stockpile of explosives as opposed to having to pay unfamiliar people for large quantities of untested explosives and risk becoming the target of a sting operation. Always plan ahead. That's the sign of a good demolitions expert. And once you've established reliable contacts to buy explosive material, greater quantities and greater variety of materials will become available to you. As they say, good things come to those who wait.

- If that fails, you can always acquire your own bomb-making shop or facility and make it yourself. Saves you the trouble of navigating a shady black market and gives you something to do between jobs.
- Balladeer

- Although a facility is ideal for demolitions work, it doesn't come without its share of drawbacks. The biggest problem is facilities aren't mobile. If you set one up, you're going to start building a rep for making explosives, commodities that other runners want desperately, and many aren't afraid to try taking them from you. If you invest in a demolitions facility, you're going to have to invest in security unless you want to start guarding your shit 24/7. Wherever your demolitions facility is hidden, you should contact local gangers to see if you can arrange a deal where they can look after your facility, particularly when you are out on runs. The big thing here is making your facility tough enough to break into that any thieving bastards out there won't consider it worth their time to

try. Perhaps they'll choose to break into someone else's facility a few blocks down, the place whose owner hasn't taken the same precautions. At that point, better them than you.

- Sticks

Most runners who specialize in demolitions have dedicated fixers who focus on acquiring, transporting, and selling explosives. Many of these fixers have ties to the underworld and organized crime, such as the Vory, the Yakuza, and the Triads, groups that have considerable influence and resources to move product like explosives around with relative ease—through bribery and connections with corrupt law-enforcement officials, if nothing else. These individuals are valuable for knowing where the merchandise is coming from and whether it's reliable. So if you don't already have relationships with these kinds of fixers, I would suggest building connections like that as soon as possible. They could mean all the difference between a successful run and being sabotaged by various complications.

If you don't have a quality fixer and are forced to obtain black-market materials from unsavory fences, you'll find that purchasing explosives this way can be risky. You could luck out and buy material that's commercially produced, which would be the most reliable, but it would also likely be stolen. If commercially produced explosive materials are stolen from anywhere in significant quantities, an immediate investigation frequently involves cooperation between corporations and national law-enforcement agencies, entities that may go so far as to employ other shadowrunners to track down and recover the stolen goods. Explosive materials have a very real shelf life, and they have to be moved fast. As I said earlier, you should be able to recognize the materials a fence is eager to get rid of quickly, as most fences will offer ridiculously good discounts to just dump the shit before law enforcement can track them down. Sometimes it's worth taking the chance and buying those quality materials if only for the guarantee they will work; other times it could cost you and your chummers prison time or even your lives. Taking offers like these is always a gamble. I can't tell you to always walk away from a deal like this, but I am saying there is generally a better way of getting what you need.

If you don't want to take the chance of buying material that could bring heat on you or your team, there is always the option of buying homemade explosive materials on the black market. Lots of demolitions experts cook and sell their own explosives as a means of bringing in extra income during downtime between jobs. The advantage of homemade explosives is that they tend to be less traceable than commercially produced materials. They also show up on the black market in greater quantities, so homemade tends to be cheaper and more available than commercially manufactured explosives. However, a significant downside of homemade explosives is they

tend to be far more volatile. Some chummers do a good job mixing the compounds together, which makes the explosives nearly as reliable as commercial-grade materials. Other do-it-yourselfers, however, apparently failed their high-school chemistry classes, and their product is so volatile that it could produce a much larger explosion than needed, a much smaller explosion incapable of getting the job done, or it might not even explode at all. When purchasing homemade shit, make sure you always ask for a test of the material before purchasing it. Knowing how the batch of explosives performs will save you a lot of trouble later on.

- When you ask a fence for a demonstration, make sure you're able to choose the sample to be tested. Some dishonest fences will pad their stock, half with the real shit, half with bogus material like modeling clay. And they'll be happy to pick out the real stuff to demonstrate to you that it's all good. And then, once you get back to your safehouse, you'll discover that half of the merchandise is counterfeit and you were ripped off. If they don't let you pick the sample to be tested, tell them you're not interested.
- 2XL

- Having a face present at the buy is essential. After all, even if the fence lets you choose the sample to test, you could still be unlucky and choose a sample that works. Any face worth their salt should be able to key off of visual cues and discern that the fence might be trying to con you. Notably, your face should be able to tell if the fence is paying special attention to a particular block of explosive or whether he's subtly trying to guide you to a particular block of plastique. The face should also be able to tell if the fence gets nervous when you start inspecting the merchandise. If the fence seems to be perspiring more than normal or if their heart starts racing at any time during the buy, you should walk away. If you have a face at the buy and you still get burned, I would say it's time for a new face.
- Clockwork

- Or instead of trying to buy straight from a fence, runners should always go through their fixer. Never try to cut out the middle man. That's what we're here for and why we are so good at our jobs: to make sure you, the runners, don't get fucked over. We can tell you a lot of things and give good advice, like when it's too hot to be buying explosives.
- Am-Mut

- Like fixers can't ever be screwed over by fences either. Especially in the case of explosives, when some drekheads decide to be clever and package bad, homemade explosives in counterfeit commercial packaging. Knockoffs and counterfeits can be as much the bane of a fixer's life as they are for any runner out there. Some of those counterfeit products out there are really convincing, sad to say.
- Bull

- And of course, there are always those legitimately bad products out there like the Ares Excalibur ...
- Slamm-0!

Those of you looking to buy explosives should know that you have a lot of options available on the black market. Your standard commercial, foam, and plastic explosives can produce an explosion as big and powerful as you want or as small and controlled as you need. You also have the option of detonating cord, which allows for a much more controlled explosion and can also serve as a fuse to set off other explosive charges simultaneously. Explosives can also be used to cut through material. Linear cutting charges reduce the amount of explosive charge you need to cut through a material, and they come already tamped so that you don't have to do anything special to modify the charge. You also have liquid explosives, which are capable of doing things that normal, plastic explosives cannot. This means you have a wide variety of tools at your disposal to handle a wide variety of jobs that call for demolitions work. Because of the inherent dangers involved, these jobs tend to pay higher (anywhere from five to twenty grand more than your average run), which explains why many runner teams are willing to take the risks associated with these types of jobs.

So what kind of work is available for demolitions experts? The most common jobs require runners to breach a secured location. Some bounty hunters use charges to breach locks to reach a fugitive. Others use explosives to breach vaults. These could be small wall safes, bank vaults, or even vaults within various research laboratories where top-secret research materials are stored. Sometimes runners need to break into storage lockers or other secured areas. Acquiring keys, passcodes, or other avenues for authorized access are not always feasible options, and the only way to get into a secured area is by creating your own entry point. Bank vaults in particular are difficult for runners to penetrate without explosives. Most modern vaults are set on time locks that are hardwired to unlock at specific times and cannot be overridden even by hackers. To bypass a time lock, a runner team would need to drill through the vault door to reach the locking mechanism and simply reprogram it, which can take a lot of time, and most vault doors have mechanisms that will seal the door if tampered with. The two choices for runners become hitting the bank while the vault is open (i.e., during business hours, creating all sorts of additional complications) or using explosives to blow the vault door off of its hinges when the vault is locked. Having a capable demolitions expert

on the team is crucial for these jobs. Some vaults protect delicate materials that can easily be destroyed if your demo "expert" miscalculates and the resulting blast penetrates the interior of the vault.

Explosions can also be used to disable vehicles. This type of job usually happens during extractions, when runners feel it's better to grab a target during transit as opposed to grabbing them from home or work. Runners will usually use explosives to cut through axles or disable the transmission to bring a car to a screeching halt. Explosives can also be used to disable vehicles for heists, such as when a runner team wants to stop a semi truck to raid the contents it is carrying. Other demolitions experts use their talents for wetwork jobs. Car bombs are a preferred choice for assassins, but a quality demolitions expert with the right tools can wire almost anything to explode, be it light switches, cyberdecks, commlinks, cyberware, and so on. There are also occasions when a runner team is needed to blow up buildings. These jobs typically involve relatively small structures, from warehouses and retail shops to houses and apartments. Very rarely do Johnsons ask for bigger buildings due the high-profile nature of the job and the potential blowback should things go wrong. But such requests do happen. Recently, a runner team in San Francisco imploded a twenty-story Universal Omnitech office building, but the corp quickly covered it up so the news didn't spread. NeoNET has also had a few office buildings in Boston blown up recently, both apparently tied to the panic surrounding the Cognitive Fragmentation Disorder phenomenon.

One thing you're unlikely to learn from knowsofts is that explosives can impact magic use. Most small-scale explosive devices won't affect spellcasting or do anything to create what magic users call a "background count"—I'm not a magic-user, so don't bother asking me about the intricacies of background counts—but runners who use magic have told me that at a certain threshold, the violent impact of large-scale explosions can increase the ambient background count, sometimes permanently. This won't really affect a job when the explosion comes at the end of the run, though. I'm talking about times when a runner team sets off an explosion in the middle of the job, such as cutting through the wall of a vault. Demolitions experts should be able to gauge the explosive potential of a charge and tell the rest of the team whether it could impact a magic-user's ability to channel mana. This is important, since all magic-users have told me that temporary background counts caused by explosions dissipate slowly, over the course of hours. Capable demolitions experts need to be aware of this possible complication to their team dynamic and prepare accordingly, in case their magical support suddenly becomes less effective in the wake of an explosion.

But I've gone on long enough about explosives. There's only so much I can say without giving away trade secrets. And if you want trade secrets, you're going to have to pay me. So stay safe, follow the rules I've provided, and if you need more, contact me. I'll be happy to negotiate a price.

HOMEMADE VERSUS COMMERCIAL GRADE

In *Shadowrun* two kinds of explosives are available to characters: commercially produced explosives and homemade explosives. Commercially produced explosives are much more reliable, as they are produced under strict standards and quality control in a legitimate facility, using all the proper tools and compounds that are considered the industry standard. When the explosives are rated by a manufacturer, a consumer has a reasonable amount of confidence that the explosive material has the alleged rating and will do what the manufacturer says it will. On the other hand, homemade explosives tend to vary greatly in quality and reliability, particularly those sold on the black market, and the character has no idea who made them or whether the producer mixed the chemicals properly. Characters buying homemade explosives on the black market cannot be certain that claims about the explosives being sold are true. Some fences will even try to pass off homemade explosives as commercial quality by packaging them in convincing, counterfeit packaging—corporate logos and all—to make a sale. When it comes to buying explosives, it is truly buyer beware.

All types of explosives for sale are also available as homemade explosives. The rating, availability, and cost for explosives on p. 436, *SR5*, and in the Demolitions Equipment and Supplies table are for commercially produced explosives.

When dealing with homemade explosives, the Damage Value of a particular material can range from being too volatile and too powerful to being too diluted and too weak. This variance can be as much as + or -15 to the Damage Value (applied secretly by the gamemaster). Sometimes, because the explosive compound is made incorrectly, it is incapable of exploding. When a character decides to buy homemade explosive material from the black market, he must choose the base rating he wishes to buy. The gamemaster will secretly modify the effective rating based on how rich or poor the explosive material turns out to be. Sometimes, there might be no change; homemade explosives can be made properly, but it is always a gamble.

Homemade explosives have a few advantages over commercial explosives. Homemade explosives tend to be less traceable and made from reasonably available and affordable materials. As such, a much higher quantity of homemade explosive material is available on the black market compared to commercially produced explosives, which are tightly controlled. On top of that, homemade tends to be cheaper. If purchasing

BASE EFFECTIVENESS RATINGS

EFFECTIVE RATING	KILOS 1	2	3	4	5	6	7	8	9	10
1	1	2	2	2	3	3	3	3	3	4
2	2	3	4	4	5	5	6	6	6	7
3	3	5	6	6	7	8	8	9	9	10
4	4	6	7	8	9	10	11	12	12	13
5	5	8	9	10	12	13	14	15	15	16
6	6	9	11	12	14	15	16	17	18	19
7	7	10	13	14	16	18	19	20	21	23
8	8	12	14	16	18	20	22	23	24	26
9	9	13	16	18	21	23	24	26	27	29
10	10	15	18	20	23	25	27	29	30	32
11	11	16	20	22	25	27	30	32	33	35 (1)
12	12	17	21	24	27	30	32	34	36 (1)	38 (1)
13	13	19	23	26	30	32	35 (1)	37 (1)	39 (1)	42 (1)
14	14	20	25	28	32	35 (1)	38 (1)	40 (1)	42 (1)	45 (1)
15	15	22	26	30	34	37 (1)	40 (1)	43 (1)	45 (1)	48 (1)
16	16	23	28	32	36 (1)	40 (1)	43 (1)	46 (1)	48 (1)	51 (1)
17	17	25	30	34	39 (1)	42 (1)	45 (1)	49 (1)	51 (1)	54 (1)
18	18	26	32	36 (1)	41 (1)	45 (1)	48 (1)	51 (1)	54 (1)	57 (2)
19	19	27	33	38 (1)	43 (1)	47 (1)	51 (1)	54 (1)	57 (2)	61 (2)
20	20	29	35 (1)	40 (1)	45 (1)	49 (1)	53 (1)	57 (2)	60 (2)	64 (2)
21	21	30	37 (1)	42 (1)	47 (1)	52 (1)	56 (2)	60 (2)	63 (2)	67 (2)
22	22	32	39 (1)	44 (1)	50 (1)	54 (1)	59 (2)	63 (2)	66 (2)	69 (2)
23	23	33	40 (1)	46 (1)	52 (1)	57 (2)	61 (2)	66 (2)	69 (2)	73 (2)
24	24	34	42 (1)	48 (1)	54 (1)	59 (2)	64 (2)	68 (2)	72 (2)	76 (3)
25	25	36 (1)	44 (1)	50 (1)	56 (2)	62 (2)	67 (2)	71 (2)	75 (3)	80 (3)

The value in parentheses is the background count created by the detonation of the explosive at that weight.
The Damage Value of an explosive blast is calculated by taking the Modified Effective Rating x the square root of the number of kilograms used.

DETERMINING VALUES

When explosives are placed on an object to be destroyed:
DV x 2, AP: –half Armor rating.

AP for anything else near the point of blast: –2

BLAST VALUE
Circular: –2 per meter
Directional: –1 per meter

DEMOLITION KNOWLEDGE

Suggested Knowledge Skills relating to demolitions

- Civil Engineering
- Mechanical Engineering
- Explosives Engineering
- [Specific Vehicle] Design (e.g., Automobile Design, Boat Design, Aerospace Design, etc.)
- Metallurgy

DETERMINE DV FOR MATERIALS

1. Multiply the Structure and Armor rating by the percentage of change based on the Blast Radius (25 percent for 25 cm, 125 percent for 1.25m, etc.)
2. If the explosive will be placed directly on the structure, modify the new Armor rating with the –half AP modifier.
3. Add the modified Structure rating to the modified Armor rating after the –half AP modifier has been applied.
4. Using the Buying Hits rules (p. 45, *SR5*), calculate how much damage the Structure can absorb before it takes damage (round down).
5. Add to the Structure rating the number of hits the material can buy to absorb damage. This is the DV threshold needed to completely destroy the Structure. To partially breach the Structure, make certain the DV of any explosive device does less than that threshold. This will produce a partial breach that does not extend all the way through the material.

EFFECTIVE RATING MODIFIERS

SITUATION	MODIFIER
Hits on a Demolitions + Logic [Mental] Test	Each hit increases/decreases effective rating by 1.
Commercial-grade explosives	No change (rating is as presented).
Homemade explosives (bought on black market)	+ or – 0–15 to the rating (if this modifier reduces the rating of the explosives to 0, the compound cannot explode, likely due to improperly mixed compounds; no other modifiers can be applied if the rating is reduced to 0 from this modifier). The gamemaster determines the severity of Rating reduction/Rating increase.
Homemade explosives (character produced)	The character must make a Demolitions + Logic [Mental] Extended Test to cook his explosives. On each roll, if the character has any hits, there is no change in the Base Rating of the explosive material. If the character gets no hits on one of the Extended Test rolls, the material receives a + or –1 change to its base rating. If a roll is a glitch, the Base Rating changes by a + or – 5. If the result is a critical glitch, the material explodes with a DV equal to the desired rating of the explosive material. Maximum change to rating is + or –15.
Gas leak (house or apartment)	+20P
Fuel is ignited by explosion	+20P
Tamping	DV x 4 (instead of DV x 2), –half AP
Shaping a charge	Makes the explosion directional, which allows the blast to destroy key components or specific targets.

homemade explosives, reduce the Availability for a particular explosive material by 3 and reduce the cost by 50 percent. If the runners are being told the material is commercially produced and is being sold fraudulently, do not reduce the cost, as the homemade explosives are being presented as the real deal.

If any commercially produced explosives are available on the black market, chances are they were stolen. Any commercially produced explosives that are stolen in a large quantity will always bring down heat on whomever deals with them, so large quantities of stolen commercial explosives always have the Hot quality. Governments and corporations are highly motivated to track and recover that explosive material quickly, lest it be used against their interests, including going so far as using runners to recover the material. Hang onto the material for too long, and you might just be caught with it and face legal ramifications for possessing the material.

EXPLOSIONS AND BACKGROUND COUNT

Explosions have a violent impact on the surrounding environment, which also affects the manasphere from which magic-users draw their power. Most of the time, explosions that shadowrunners set off will be too weak to have any lasting effect on the area's background count. However, at a certain point the potency of explosive devices does start influencing background count. Starting at a Damage Value of 35P, an explosion causes 1 point of background count. For every 20 points of DV above 35P, the background count produced by an explosive device increases by 1. For example, an explosive device that generates a 75P blast will leave a background count of 3 in the surrounding area. An explosion that does not cause metahuman fatalities creates a temporary background count that will decrease by 1 point per hour. If an explosion results in metahuman fatalities, this background count becomes permanent. It is extraordinarily difficult, if not impossible, to create background counts higher than Rating 3 with normal explosives. The accumulation of background count stops at Rating 3 for normal explosive devices. To generate background count over Rating 3 would require exotic materials packed into the explosive device, such as a chemical or biological weapon, radioactive material for a dirty bomb, or the dispersal

of Fluorescing Astral Bacteria (FAB). If these items are included in an explosive device (which most runners won't do if only because they lack access to such material), background count 4 would begin to apply following the normal background count rules at DV 95P and would continue to rise for every 20 additional points of DV, leading to mana warps. Background counts created at Rating 4 and higher are always considered permanent, even if there were no metahuman fatalities—the damage to the environment itself is sufficient to make the background count permanent.

Oftentimes a permanent background count already exists where an explosive device will be detonated. If the background count caused by an explosive device meets but does not exceed the existing background count, the area's background count does not change. For example, if an explosive device that would cause a background count of 2 explodes in an area with an existing background count of 2, the background count does not change. However, if the background count caused by the explosion exceeds the current permanent background count of the area, the background count will rise to the new level. For example, if an explosion generates a background count 3 in an area where there was no discernible background count (background count 0), the new background count for the area will be 3. If that explosion caused a temporary background count, it will return to the original level after a few hours' time.

The background count created by an explosion radiates outward from the point of explosion to its base Damage Value in meters. So a 40P explosion produces a background count of 1 that has a diameter of 80 meters. Whether or not the explosion was circular or directional does not matter; the impact on the manasphere is treated as a circular pattern.

TIME FRAME FOR BUILDING CHARGES

In *Shadowrun*, an explosive charge is defined as any amount of explosive material set to be detonated at the same time. This can refer to one device or to a series of devices set up as a complex system to detonate simultaneously, either wired altogether as part of a circuit or detonated simultaneously as individual devices set on individual detonators.

Depending on the complexity of a charge/device, a character may need to spend anywhere between ten minutes and several days to set up charges. To determine the complexity of a device, follow these rules:

- A simple charge will only have a single detonator (any except the optical detonator), a single power supply/exploder, and the explosive material. A simple charge has no anti-removal modifications and is no larger than 5 kilograms per individual device. A simple charge may not be wired together as part of a circuit but may be programmed to detonate at the same time as other charges via timer or radio detonator. A simple charge may not be tamped.
- An average charge may have multiple detonators (up to three, except for the optical detonator), up to four anti-removal modifications, and may be as large as 10 kilograms per device. Average complexity charges include blasting caps and charges hardwired together to go off as a single circuit via detonating cord or safety fuse. An average charge may be tamped.
- A complex charge is the only kind of charge that can use an optical detonator. The charge may have multiple detonators besides the optical detonator but can use only one optical detonator. The device may have the full range of anti-removal modifications (maximum of 12). It can be any size, even less than 10 kilograms, but any single device over 10 kilograms is considered a complex device regardless of its composition. A complex charge may be tamped.

If building multiple devices, the total number of individual charges being constructed serves as the threshold for the Extended Test, each hit representing a single charge built by the runner during that time. Follow the rules for Extended Tests (see p. 48, *SR5*). A glitch on an Extended Test may cause a particular charge built during that time to not detonate with the other charges, and a critical glitch during the Extended Test triggers an explosion.

While some jobs call for using multiple charges, other jobs call for just one device. When building a single device (i.e., a device that uses all of the explosive material as a single charge instead of breaking it up into smaller charges), make an Extended Demolitions Test based on the threshold for the complexity of the device, as listed in the table below for one device.

TIME FRAME FOR BUILDING CHARGES

MULTIPLE DEVICES

TYPE	THRESHOLD	INTERVAL
Simple	Number of charges	30 minutes
Average	Number of charges	1 hour
Complex	Number of charges	1 day

SINGLE CHARGE

TYPE	THRESHOLD	INTERVAL
Simple	6	10 minutes
Average	12	1 hour
Complex	18	1 day

DAMAGE VALUES FOR DESTROYING THINGS (HOW MUCH KALBOOIE YA NEED)

The following tables list the base Damage Value an explosion needs to destroy a barrier composed of a particular material; how much explosive would be needed to destroy a large structure; or what it would take to destroy an average vehicle. For the Material Damage Value Threshold table, the basic values presented are calculated for producing a 1-meter hole in the material. To produce smaller or larger holes in a particular material, see *Rules for Breaching/Cutting*, p. 191.

For a barrier's Damage Resistance Test against an explosive device, gamemasters are encouraged to follow the rules for *Buying Hits* (see p. 45, *SR5*).

MATERIAL DAMAGE VALUE THRESHOLD

BARRIER MATERIAL	STRUCTURE	ARMOR	MINIMUM DV REQUIRED*
Fragile	1	2	2
Cheap	2	4	3
Average	4	6	6
Heavy	6	8	9
Reinforced	8	12	12
Structural	10	16	16
Heavy Structural	12	20	20
Armored/Reinforced	14	24	23
Hardened	16+	32+	28+

** For producing a 1-meter hole or to cut through material.*

BUILDING/STRUCTURE DAMAGE VALUE THRESHOLDS

This is the threshold that must be met to successfully destroy a building using explosives.

STRUCTURE	MINIMUM DV
Apartment	75P
Medium House	100P
Small Retail Store (Stuffer Shack)	128P
Warehouse	160P
Small Office Building (<5 stories)	200P
Tunnel (vehicle, subway), Overpass	175P
Medium Office Building (5-15 stories)	128-640P
Medium Factory	200P
Large Office Building (16-25 stories)	256-960P
Military Installation	500P
Secret Research Facility (Hardened)	550P
Skyscraper/Arcology (26+ stories)	960P+

VEHICLE DAMAGE THRESHOLDS

How much explosive is needed to destroy a vehicle?

VEHICLE TYPE	MINIMUM DV
Boat	11
Bike	9
Car	14
Limousine	22
Truck/Van	25

These thresholds are for average vehicles, not vehicles that may have been customized with heavier armor. Increase thresholds as necessary.

RULES FOR TAKING DOWN BUILDINGS

Some jobs in the Sixth World might call upon shadowrunners to blow up a building—anything from a warehouse or retail store to an apartment complex or office tower. Sometimes these jobs come from corporate Johnsons looking to take out a competitor, while other times they come from organized-crime syndicates looking to establish protection rackets and needing to make a public example out of some problematic citizen. Runners could also be involved in a real-estate scheme meant to acquire land on the cheap or perhaps a scam to collect insurance money after the "accidental" destruction of the owner's property. These rules are meant to help players and gamemasters carry out those types of campaigns.

STEP 1: IDENTIFY AMOUNT OF EXPLOSIVES NEEDED

Identifying a target to be blown up is easy: a Johnson will tell the shadowrunners which building or structure to blow up. Knowing the target structure's type will indicate how much explosive material is needed to get the job done. Characters with the Demolitions skill need to make a Demolitions + Logic [Mental] (6) Test to successfully calculate just how much explosive material will be needed to get the job done right. "Getting the job done right" in this case means blowing up a building in a reasonably controlled way that minimizes collateral damage and results in a large building collapsing on itself. If a character has acquired blueprints and building specs, the threshold for determining how much explosive to use will be lowered to 4. If a character fails this test, his estimate will be off by a margin of 20P. If a character gets a glitch on this test, the character's estimate will be off by 40P. If a critical glitch results, the character underestimates or overestimates the amount of explosives needed by 60P. Consult the Building/Structure Damage Value Threshold table for the appropriate value for the given structure and apply modifiers as appropriate from the Demolitions Test.

To successfully destroy and implode a large building or structure, charges will need to be distributed evenly throughout the structure at key structural points (channeled into structural columns and beams, load-bearing walls, etc.). To ensure the building collapses in a controlled fashion, charges need to be rigged for simultaneous detonation by setting them up on wired circuits with detonating cord and blasting caps, on preprogrammed timer detonators, or on radio detonators. Charges need to be placed on structural points in multiples of four per level. Most buildings require charges to be planted on either four or eight structural points per level, but for truly massive structures, the gamemaster may require extra placements. The bigger the building, the more structural supports will need to be taken out with explosives. As a general rule, explosives need to be placed on the ground floor or basement of a large building and on every floor whose number is a multiple of 5. If charges are properly placed on key structural points within a building, the DV for the charge is doubled (see **Damaging Barriers**, p. 198, *SR5*). The charge must be sufficient to produce a 1-meter hole in the structural point to effectively destroy it. Most structural points are made out of structural material (Structure 10, Armor 16) while some more hardened facilities are made out of heavy structural material (Structure 12, Armor 20). Review the Material Damage Threshold table to find out the specific threshold for the correct material type.

Instead of simply relying on the Building and Structure Damage Value Threshold table to determine how much power an explosive charge would need to bring down an average building, a gamemaster can generate a more-specific DV. The gamemaster can do this by determining A) how many structural points the runners will need to destroy per level, B) what material the structural support points are made of, and C) how much DV would be needed to destroy just one structural point. Then the gamemaster can multiply the DV by the number of support points the runners will need to target per level and then multiply that number by the number of levels that runners will need to plant explosives on to implode the building to get the total threshold value.

EXAMPLE

A gamemaster wants his players do a job where they have to blow up a twenty-story building. Right away, he knows that the runners will need to place explosives on five floors (the basement, the fifth, tenth, fifteenth, and twentieth floors). The gamemaster decides that the runners will have to plant charges on four structural points per level. The gamemaster also determines that the support structures are made out of heavy structural material (Structure 12, Armor 20). Referring to the Material Damage Threshold table, the gamemaster realizes that each charge will need to do a minimum of 20P per structural point. Each floor would require a combined damage value of at least 80P to get the job done. Multiplying that by the number of floors the runners will need to plant explosives on (5), the gamemaster calculates the minimum DV for destroying the building as 400P.

To reduce the amount of explosives and charges needed to destroy a structure, a demolitions expert may choose to tamp the charge. This requires the charge to be set up where a strong material on one side of the explosive channels the force of the explosion toward the structural support and turns the explosion from a circular blast into a directional blast. Typical materials used for tamping include sandbags and rubble, but runners have been known to also use body armor and spells such as Physical Barrier to produce the tamping effect. They may also use solid plates of a heavy metal on one side of the charge, similar to how a claymore mine is constructed, to direct the explosion. The material or spell providing the tamping must have a Structure Rating of at least half the Rating of the material being blown up by explosive device. For example, an explosive device set up to destroy heavy material with a Structure Rating of 6 would require a Structure Rating or Force of at least 3 in order to provide tamping.

Runners also have the option of drilling holes inside the structural point, putting the explosive device directly inside the support, and sealing up the hole. This is also considered a tamping method. This option, though very effective, is also time consuming, and most runners will lack sufficient time to go this route.

Tamped charges receive a x 4 multiplier to their Damage Value instead of the standard x 2. In addition, the gamemaster should reduce the number of structural support points that the runners need to use to set the explosives, to a minimum of 4. Tamped charges are always considered either average or complex charges.

Buildings fewer than five stories do not necessarily have to be imploded. Packing enough explosives to meet the necessary Damage Value threshold (250P or less) and placing them near a single key structural support point is sufficient to destroy these small structures. In the case of a house or apartment, runners have the option of causing a gas leak, such as by tampering with a gas oven or hot water tank. The team may then choose to either use a small charge or cause a spark to detonate the gas. If a character uses a gas leak to amplify an explosion, increase the Damage Value of the explosive device by 20P.

When collapsing a building, the character doing the demolitions work must pay careful attention not to exceed the Damage Value threshold for the building by more than 50P. Doing so will result in collateral damage for the surrounding area from the larger-than-necessary blast, such as damage to neighboring buildings and injuries to bystanders on neighboring streets. If the character underestimates the threshold for demolishing the building by more than half its Damage Value, the building will not collapse at all and can be repaired.

EXAMPLE

Twitch and his runner team are hired to blow up a twenty-story Universal Omnitech office building. Twitch does his due diligence and researches what he can on the building's structure, which includes gaining access to its blueprints and building specifications. This lowers Twitch's difficulty on his Demolitions Test by 2. Twitch gets the required 4 hits on the Demolitions + Logic [Mental] Test. The gamemaster informs Twitch's player that the building layout requires him and his team to plant explosives on 4 separate structural points per level. He also informs the player that the structural points are made up of heavy structural material (Structure 12, Armor 20). This means each charge will need to meet a minimum threshold of 20P to destroy the structural point it is planted on. Twitch successfully calculates that his team will need explosive charges capable of providing at least 400P worth of damage to successfully implode the building. He also knows from experience that he will need to plant charges either on the ground floor or in the basement of the building and again on the fifth, tenth, fifteenth, and twentieth floors. After making his calculations, Twitch decides he needs 20 kilos of Rating 11 plastic explosives. He intends to divide the explosive material into 20 separate 1-kilo charges, with 4 charges being placed per key floor (5 floors). These charges will be set up with timer detonators on a three-hour delay. If properly placed, the explosive charges will exceed the threshold needed to destroy heavy structural material. The Damage Value for the charges is calculated as follows:

Base Damage Value of each charge (11) x 2 (placed directly on a key structural point to receive a x 2 multiplier) = 22P; x 4 charges per level = 88P.

Five floors of 88P worth of explosives would produce an explosion with a cumulative value of 440P, which exceeds the required threshold of 400P. 440P is not considered excessive as it does not exceed the threshold by more than 50P and it also provides a little cushion for Twitch should anything go wrong with planting the charges, so Twitch is confident this plan will be sufficient to implode the building.

Alternately, let's consider Twitch's less-skilled compatriot, Tic, who is prone to making mistakes in his calculations. This is how things might go for him:

Tic does his due diligence and researches what he can on the building's structure, which includes gaining access to its blueprints. This lowers Tic's difficulty on his Demolitions Test by 2. Despite this, Tic gets a critical glitch on the test. Tic believes he will need explosive charges capable of providing at least 340P worth of damage to the building to successfully destroy it (400P – 60P for the critical glitch). Tic knows he will need to plant charges on key structural points on the building's infrastructure either on the ground floor or in the basement of the building and on the fifth, tenth, fifteenth, and twentieth floors. After making his calculations, Tic decides he needs 20 kilos of Rating 9 plastic explosives (4 kilos per charge per floor). If all charges are planted properly and see no further modifications to their effective rating, the Damage Value for the charges would be:

Base DV for a 1-kilo charge of Rating 9 plastic explosives (9) x 2 (placed directly on a key structural point) = 18P; 4 charges (placed on each side of the building on each floor to distribute the force of the blast at 18P) = 72P.

5 floors of 72P of plastic explosives = 360P (provided everything is placed properly).

To acquire the explosives, Tic goes through a contact that tells him a high-quality batch of homemade explosives in the necessary quantity is available for purchase. Believing in his contact's reliability, Tic decides to buy the homemade explosives. Sadly, his trust is misplaced. The gamemaster assigns a –3 to the explosives' rating, meaning that the effective rating of the 20 kilos of plastic explosives is now Rating 6, not Rating 9. Without any additional modifications, each charge Tic builds will have a base DV of 6. If Tic plants all charges successfully, the DV of the explosion on each floor would be 48P (6P x 2 for planting the explosives properly on each structural support, x 4 for four separate charges per level). This would only produce an explosion with a blast equal to 240P (48P per level). On its own, the explosive power of this blast may be just enough to bring down the building on its own, as it exceeds half of the required threshold, but it will not do so in a way that is desirable to poor ol' Tic. He may find himself in a spot of trouble.

STEP 2: MAKE THE DEMOLITIONS TESTS

Once the player has the explosives, he needs to turn them into charges (see p. 436, *SR5*), either by wiring them with detonators and setting up the charges to be detonated simultaneously with the other charges, or by setting them up on a single circuit. The player may choose to make a Demolitions + Logic [Mental] Test, with each hit raising the effective rating of the charges by 1. The character does not need to do this step if he is confident in the quality of his explosives and believes he does not need to raise their effective rating to get the job done. The character needs to make only one Demolitions Test for the entire batch of explosives to improve their effective rating. Making this test is considered shaping the charges to make them more efficient. Shaping a charge turns a circular blast into a di-

rectional blast. Shaping a charge is also what allows a character to specifically target something, whether that be a person, a specific component of a structure, or a vehicle component.

The character will have to perform an Extended Test to determine how long it takes for the charges to be made. To do this test, the gamemaster determines the complexity of the device(s) being built and whether multiple devices or a single device will be used. The Time Frame for Building Charges table provides the rules and intervals for this test. See the table for special rules on performing Extended Tests with the Demolitions skill.

When deciding which detonators to use, characters need to understand the interior design of the target. Buildings that runners might blow up are not typically considered prepped for demolition, which would normally happen if a company was hired to legally demolish the building. For example, the demo company would take out materials that could interfere with a radio or wireless signal. Also, the building could be located in either a static or a spam zone (see **Noise**, p. 230, *SR5*). In addition to outside interference, some secure buildings make active use of large quantities of Wi-fi negating paint, making getting an unauthorized wireless signal into the building from the outside next to impossible. Timer detonators are the most obvious choice to bypass this problem, but that always raises the question of whether the runners can place all the charges with enough time left over to evacuate before they go off. This is why most demolitions experts rig up a radio/timer detonator hybrid. Once they have planted all their charges, runners can send a radio signal to the charges while still in the building to start the timer detonator's countdown, and then they can make their egress as the timer ticks down. This is still a risky proposition, as any number of complications could arise to prevent escape, but at least this allows runners to get the charges armed on their own schedule and not face the awkward problem of being unable to set off their charges after leaving the facility.

STEP 3: PLANTING THE EXPLOSIVES AND DETONATING

Now that the charges are built, the characters will need to get the explosives into the building. Most secure buildings have chemsniffers placed at every standard entry point. Shadowrunners will need to circumvent these sensors, either by hermetically sealing the charges, hacking the system and spoofing the sensor results, or finding another way into the building where no chemsniffers are located. Once inside, runners must find ways to access the building's key structural points to set up the charges. Most of these points are in secured locations such as restricted maintenance rooms,

EXAMPLE

Twitch is now ready to set up his 20 charges of Rating 11 plastic explosives. He is confident with his math, so he will not try to shape them to make them more powerful. He leaves them as solid bricks of plastic explosive but wires them to timer detonators (Rating 2) and preps them to explode. Twitch now makes an Extended Test to see how long it takes him to make 20 charges. The gamemaster determines that, being set up on timer detonators, the charges are of simple complexity. This sets the interval at 30 minutes per roll. Twitch rolls his Demolitions + Logic [6] (20, 30 minutes) Extended Test and gets 5 hits. He has a dice pool of 10 for this test. In the first 30 minutes, Twitch is able to wire up five charges. Twitch makes a second, consecutive roll. This time, he is at –1 die for the test (his dice pool is now 9). Twitch gets four hits for the next 30 minutes he spends working on the charges, making four more charges and bringing his total up to nine. Wanting to reset his dice pool to the max, he takes half an hour to rest. His dice pool returns to 10. On his next roll, Twitch is only able to make three more charges, bringing the total to 12. Twitch chooses to continue and makes another consecutive roll. This time, he makes three more charges, bringing the total to 15. Wanting to just get it done, Twitch rolls again, this time with eight dice, and manages to roll 6 hits, the maximum number he can get with his Mental Limit. In total, it takes Twitch 3 hours to make 20 charges of 20 kilos of Rating 11 plastic explosives. Twitch is now ready to head to the building to plant the charges.

Meanwhile, Tic also has some explosives-setting work to do:

Tic is now ready to set up his 20 charges of what he believes are Rating 9 plastic explosives. He wants to make these explosive charges more efficient, so he makes his Demolitions + Logic [Mental] (6) Test and scores only two hits. Tic believes he has improved the charges to have an effective Rating of 11, when in fact the effective Rating for the charges is now up to 8, still one point below the original Damage Value Tic desired. Tic in this example takes the same amount of time to prepare his charges, but he uses the cheapest timer detonators available (Rating 1). This will become important later. Provided everything else goes as intended, the total Damage Value for the Rating 8 charges will be 320P: four charges of Rating 8 explosives per floor (16P each), planted on key structural points for the x 2 multiplier (64P for the entire level), multiplied by 5 levels = 320P. This explosion will do considerable damage to the building (and is much stronger than the original 240P that would have occurred had Tic not taken this step), but it is still far from the required 400P threshold needed for a building of this size.

which raises the possibility of the runners being discovered by authorized personnel. The more charges to plant, the greater the danger of being discovered. Inside the building, a character will need to make a Demolitions + Logic [Mental] Test to properly identify each structural point. The threshold for this test is 6 unless the character has already acquired the blueprints or specs for this structure, in which case the threshold is 4. A character needs to make this test even though he may have already identified the structural points on the blueprints. There is always the chance that the character misidentifies a structural point's location and accidentally places a charge in the wrong place. Should this happen, do not double the Damage Value for that particular charge. Once the player characters have planted all the charges, total up the Damage Value for each level of the building; this becomes the final Damage Value inflicted on the building. Don't worry about applying AP modifiers. For this test, the Damage Value of the blast needs to meet or exceed the Damage Value threshold for the particular structure. Due to the great force involved, don't worry about rolling the building's Structure and Armor ratings: if the blast meets or exceeds the structure's DV threshold, the blast successfully destroys the building. If the characters took the time to set the explosives up properly, the blast will produce the desired outcome.

Other team members may help the demolitions expert locate proper structural points using a Demolitions Teamwork Test (p. 49, *SR5*). For this purpose, team members without the Demolitions skill may substitute a Perception Test at -2 dice.

EXAMPLE

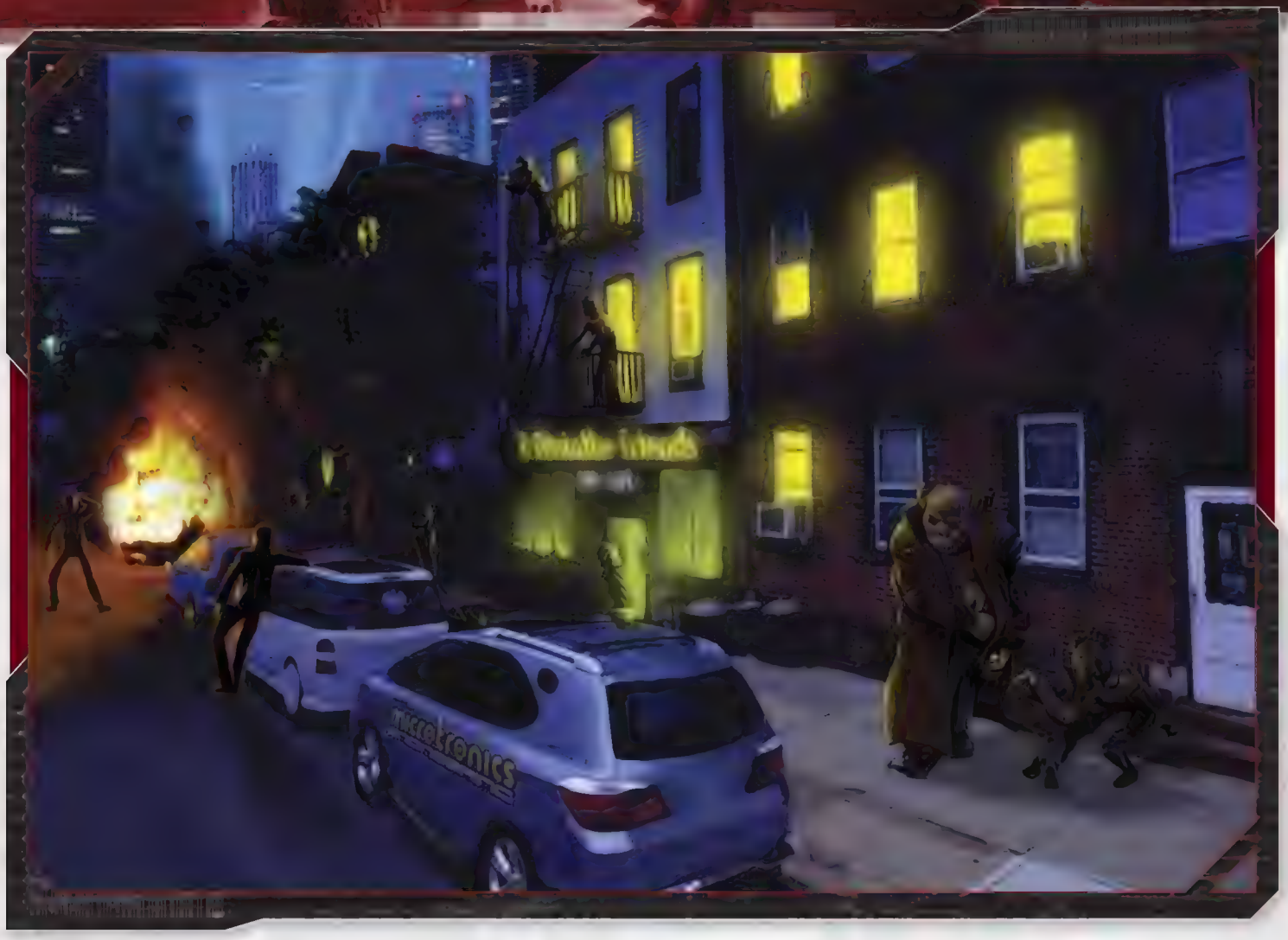
Twitch and his team are now ready to go on their run. With help from their hacker and the maintenance crew disguises they are wearing, they successfully sneak into the building with the explosives. Twitch and his team decide to start on the twentieth floor and work their way down. The job takes nearly three hours of evading security personnel, looping security feeds, and breaking into maintenance areas, but the team places all the charges without being caught. Since the charges are on a three-hour countdown, the team will have to hurry to get out of the building in time. With the entire team helping, they are able to place all the charges in the proper spots. Before the charges go off, Twitch triggers the fire alarm to evacuate the building; after all, the team is being paid to destroy a building, not cause mass fatalities. Also, the confusion the fire alarm causes allows the runner team to easily sneak out of the building without detection while everyone else is busy evacuating. Once the explosions are triggered, the gamemaster announces that all the charges went off as intended: the detonation generated the expected 440P amount of damage and successfully imploded the Universal Omnitech building in less than a minute, leaving nearby buildings with very little collateral damage. Mr. Johnson is quite happy with the result and pays Twitch's team a bonus for their services.

Now back to the less-fortunate Tic:

Tic and his team break into the Universal Omnitech building with what they believe to be Rating 11 charges (they are currently Rating 8). Like Twitch's team, Tic's team spends nearly three hours planting charges. Unfortunately, the team is unable to access one of the necessary structural support points on the fifteenth floor. Tic assures the team that it would be okay, and given his calculations based on Rating 11 charges, they should still have enough explosive force to successfully implode the building. Additionally, Tic used Rating 1 timer detonators, which are cheap but are known to be unreliable. The gamemaster decides that one of the timers failed and one of the charges does not explode. The final breakdown of the building's explosives is as follows:

Twentieth Floor:	*64P (4 charges of 16P, 8 x 2)*
Fifteenth Floor:	*56P (3 charges of 16P, 8 x 2. 1 charge of only 8P)*
Tenth Floor:	*64P (4 charges of 16P, 8 x 2)*
Fifth Floor:	*48P (3 charges of 16P, 8 x 2, one does not explode)*
Basement:	*64P (4 charges of 16P, 8 x 2)*
Total:	*296P (well short of the 400P required to destroy a building of this size)*

Similar to Twitch's team, Tic and his team sound the fire alarm and evacuate the building. Only this time, the building does not implode. The gamemaster rules that the building is no longer structurally sound but remains standing. Over the course of the next four hours, Universal Omnitech is able to evacuate much of what was inside, which Mr. Johnson wanted buried and lost in the rubble. Before Universal Omnitech can safely finish the demolition job Tic started, the building finally gives way and topples to its side, collapsing on the nearby street and an adjacent building belonging to Saeder-Krupp, destroying much of that building i in the process. To make matters worse, Tic's Mr. Johnson works for S-K. Tic's life expectancy suddenly dropped to mere hours.



RULES FOR EXPLOSIVES AND VEHICLES

Just as shadowrunners have reasons to blow up buildings, they also have reasons for blowing up vehicles. Car bombs can be used to inflict damage to property, create distractions or diversions, or serve as improvised road blocks to bar passage down narrow roadways. Explosives are also frequently planted in vehicles as a means of assassination.

CAR BOMBS FOR PROPERTY DAMAGE

Car bombs meant to kill indiscriminately are used mainly by extremist policlubs and militants looking to send a message. Although these jobs are available, most runners find them distasteful and too risky to be worth taking. Instead, runners most often use car bombs to inflict property damage.

Vehicle-borne explosives are not the preferred choice of weapon to blow up buildings. Due to decades of violent encounters with neo-anarchists and other militant groups, buildings have been designed to prevent someone from driving a vehicle too close to a building or into a building to destroy it. Perimeter fences and concrete barricades discourage the use of vehicle bombs against buildings. Most secure buildings will keep vehicles away by at least ten meters if not more, which means a device producing a circular blast suffers an immediate 20P reduction to its Damage Value even before the shockwave hits the building. Improvements in structural designs can also absorb some of the shockwave produced by an explosion, reducing the damage value of the explosive by another 20P. Even if the vehicle makes it into the building and detonates, the force of the blast is unevenly distributed, and the damage done to the building itself can be unpredictable. This is the primary reason most runners use a car bomb

simply as a distraction for a job, drawing attention to one side of the building while they break in on the opposite side, where they hope security personnel will be less numerous and more confused.

For a car bomb to be effective, it needs to be able to destroy the body of the vehicle in which it is hidden (typically the trunk, on/near the engine block, or planted on the undercarriage) and still have enough power to cause damage to the surrounding area. Review the Vehicle Damage Threshold table for the type of vehicle being used. The Damage Value given is the average DV necessary to destroy a standard vehicle using an explosive device. Remember, the vehicle resists the explosion using its Body + Armor Rating, minus half of its Armor Rating. Riggers planning to use a vehicle in a car bombing will sometimes weaken the chassis (reduce the Armor Rating of the vehicle) to allow more explosive force to escape the vehicle and do more damage to the surrounding area. A rigger needs to make an Automotive Mechanic + Logic [Mental] Test, with each hit reducing the Armor Rating of the vehicle by 1. A vehicle's Armor Rating may only be reduced to 1 in this manner (the chassis itself still acts as 1 point of armor). Most standard vehicles do not have much armor where this procedure would make a big difference, as the explosion based in the car will have an Armor Penetration Rating of half the Armor rating anyway. However, for vehicles that have been customized with heavier armor, this step of reducing a vehicle's Armor rating is essential for the explosive device to have any effect on the outside environment. Once a vehicle is prepared, the demolitions expert chooses the weight of explosives that will be used in the explosion and crafts the device. If the Armor Rating of the vehicle is reduced, decrease the threshold for destroying the vehicle by the number of Armor Rating points reduced in this manner.

A vehicle explosive device is always considered one device instead of a series of individual charges, so this kind of explosive is always calculated as a single charge. If the character is using 10 kilos of Rating 15 plastic explosives, consult the Base Effectiveness Ratings table (p. 176) for the Damage Value given for that amount of explosives. This is the base Damage Value for this device.

When a vehicle explosion goes off, the gamemaster rolls the vehicle's Body + Armor Rating to see how many hits the vehicle gets to absorb damage from the explosion. Subtract the vehicle's Body, its current Armor Rating, and the number of hits the vehicle got from the base value of the explosion. If the vehicle has a fuel-based engine rather than an electric engine and the vehicle is successfully destroyed, add 20P to the Damage Value of the explosion, as it sets off the fuel within the car and thus increases the explosion's power. This final value will be the starting DV for anything taking damage from outside the vehicle. Because the explosion is considered a circular blast, the blast is reduced by 2 DV per meter. When a character resists damage from

EXAMPLE

Smasher's team needs to infiltrate a high-security Renraku facility. Due to the nature of security measures in place, Smasher's team needs a distraction to draw a significant number of corp security out of position so they can sneak into the facility from the opposite side and abscond with the new cyberware design specs their Johnson wants. The team decides to set off a car bomb so that it destroys a part of the perimeter fence at the research facility. Smasher's team acquires a Chrysler-Nissan Jackrabbit for this distraction. Their rigger reduces the Armor on the vehicle from 4 to 1 by creating weak points in the chassis frame, weakening hinges, and so on. The rigger also paints neo-anarchist slogans all over the vehicle's exterior to make investigators believe it was a neo-anarchist attack. The rigger also installs a rigger interface so she can remotely pilot the vehicle into position.

For the car bomb, Smasher has 10 kilos of Rating 10 plastic explosives. The base damage of the car bomb would be 32P. Recon intelligence on the Renraku facility informs Smasher that the perimeter fence is an electrified wrought-iron fence that is three meters tall. Wrought iron is considered reinforced material (Structure 8, Armor 12). To blow a 3-meter hole in the 3-meter tall fence and hopefully disrupt the electrical current running through it, Smasher knows he needs to be able to deliver at least 24 boxes of damage to the barrier (see **Destroying Barriers**, p. 197, *SR5*) to create a 3-meter hole in the fence. Smasher decides to work with the explosives to increase their effective rating. Making a Demolitions + Logic [Mental] Test, Smasher gets four hits, which increases the effective rating to 14. The device's Damage Value becomes 45P. He then makes an Extended Test to determine how long it takes him to make the bomb. The gamemaster rules that it is a bomb of average complexity, so Smasher has a threshold of 12 for his tests. Smasher gets 12 hits on three rolls, so he makes his bomb in 3 hours. The bomb is set up using a radio detonator. Smasher places the bomb in the trunk of the vehicle.

The rigger drives the vehicle to the target, jumps the curb, and parks it right next to the fence. Smasher then detonates the 10-kilo bomb. The gamemaster rolls the Body and Armor of the Jackrabbit (which only has 1 point of Armor now) to determine how many hits the vehicle knocks off the explosion (there is no question 45P destroys the car) and gets 4 hits on 9 dice.

The power of the blast is reduced by the Body and current Armor rating of the vehicle (8 + 1 = 9) and the number of hits the gamemaster got on the vehicle's Damage Resistance Test (4). This particular Jackrabbit model has a fuel-based engine, so the gamemaster adds an additional 20P to the Damage Value of the explosion. The explosive blast damage becomes 52P (45 – 13 + 20), which is the base value for everything around the vehicle that needs to resist damage. The vehicle bomb is considered a circular blast, with a blast reduction of –2 per meter. Since the vehicle is parked next to the wrought-iron fence, the fence takes all 52P damage. The gamemaster rolls the fence's Structure and Armor Rating (with a –2 AP) and gets 5 hits. Based on that result, the explosion actually blows a 5-meter hole in the fence and disables the electrical current running through it (47 boxes of damage surpasses the 40-box requirement for a 5-meter hole). The runners then wait for security to react before scaling the fence and sneaking in on the other side of the building.

In addition to the fence, there are two nearby cars: one parked 3 meters away, one 4 meters away. If the gamemaster so desired, he could have those vehicles resist 46P and 44P damage as well, with both likely also ending up destroyed. This would make the scene much more cinematic and give the Renraku security three burning cars to deal with instead of just one.

an explosion, do not switch the damage from Physical to Stun, even if it does not exceed the modified Armor Rating. All damage caused by an explosive device is Physical in nature.

CAR BOMBS AS TOOLS FOR ASSASSINS

If you have ever seen an action adventure or organized crime movie, you know car bombs are a favorite way of doing away with snitches, witnesses, and other targets. In the Sixth World, using car bombs to kill targets remains a popular way of getting a wetwork job done.

In *Shadowrun*, there are a couple of different ways to plant car bombs to kill the passengers inside. There are the "dumb bombs" and the "smart bombs." Dumb bombs are designed to respond to a specific trigger, not necessarily a specific target. A common dumb bomb wires an explosive device into the vehicle's ignition via an electrical detonator. This type of car bomb remains inert until the person starts the car and allows the electric current from the car's ignition system to detonate the explosives, killing the unfortunate metahuman(s) caught in the blast. Another type of dumb bomb is connected to a pressure-sensitive detonator and placed under the seat the target is expected to use; the bomb triggers when a certain amount of weight sits on the seat. This type of bomb can be placed under the driver's seat, the front passenger seat, or the rear bench seat. The problem with dumb explosives is there's a very good chance they won't hit the target. Many vehicles in 2075 have a rigger interface, so a rigger can start the car remotely, triggering the dumb ignition bomb and destroying an empty car. If a car lacks a rigger interface, a bodyguard or valet can collect the car—again, the bomb hits the wrong target. Also, all but the cheapest models of cars allow the driver to start from several meters away by using a commlink. The problem gets compounded if the target uses multiple cars or has family members who might swap cars with the target at an inopportune time, which means so ignition trigger can easily catch the wrong person—or no person.

Other runners might choose to use a radio detonator; once the team has visual confirmation the target is in the appropriate seat, the bomb can be remotely detonated, assuring the success of the job. However, this costs runners time. Also, using a radio detonator requires runners to worry about noise interfering with the detonator signal. This is why experienced shadowrunners invest in smart car bombs that do the work for them.

A smart car bomb always uses an optical detonator and is always considered to be a complex explosive device. An optical detonator can be connected to sensors either wirelessly or via fiber-optic cable. Once the sensors confirm the target is in the vehicle, the bomb will detonate. An optical detonator has a processor as sophisticated as a standard commlink. Some runners will hide a micro-camera inside the passenger compartment (in the dashboard, in the dome light, etc.), which is wirelessly connected to the optical detonator. The detonator has been preloaded with a facial recognition program and images of the target. Once the program confirms the target, it triggers the explosion. Since some high-level targets use body doubles, and with the quality of cosmetic modifications available in 2075, a number of runners are uncomfortable relying on facial recognition to get a confirmed kill. A variant of this smart bomb uses biometric scanners to confirm the presence of the target's DNA or other biometric information before detonating. These scanners normally collect airborne particulates to confirm the target's identity, or they can be configured to scan for fingerprints on the vehicle's most commonly touched surfaces such as the seat belt, steering wheel, and glove compartment. Spray-on nanoprint scanners for these surfaces are becoming common for this type of work, with the nanoprint scanners feeding data to the optical detonator. Of course, this method requires a sample of the target's DNA for biometric comparison by the smart bomb. Smart bombs can also be programmed to send a text message to the runner team prior to detonation, which informs the team that the target has been acquired and the detonation sequence has started. If set up with a camera, the smart bomb can send footage of the target prior to the explosion, which can be used as proof of death for the Johnson (though remember that the more wireless devices used in an explosive, the more opportunities there are to be discovered). This allows a runner team to be nowhere near the bomb when it goes off, ensuring a clean getaway.

To set up a vehicle bomb meant to kill only the passengers, the explosive needs to be placed inside the passenger compartment, such as under a seat. Otherwise, the explosive device will have to be powerful enough to breach the Structure and Armor ratings of the vehicle. The explosive device has to be shaped to create a directional blast that forces the brunt of the explosion toward the victim. When the device detonates, the explosion is considered a penetrating weapon for any barriers between it and the target, such as the seat, and the barrier itself absorbs one box of damage. The rest of the damage transfers to the target and anyone sitting within a 60-degree arc of the blast. Those outside the 60-degree arc treat the explosion as a circular blast, with the blast's damage dropping by 2 per meter. In this case, deal the damage to the individuals inside the vehicle first. All damage from the explosive device is considered Physical, no matter what the passengers' Armor Ratings are. Once the passengers have taken damage, the vehicle resists the remaining damage: subtract from the Damage Value each hit the characters inside the vehicle rolled for resisting damage. Because the primary targets were the passengers and not the vehicle itself, only

apply –2 AP to the vehicle's Armor Rating. If the vehicle took at least one box of damage but is not entirely destroyed by the explosion, it is considered to be on fire. For every Combat Turn the vehicle is on fire, it takes 1 automatic box of damage. If this fills up the damage track for a vehicle with a fuel-based engine, the vehicle explodes. Anyone still in the vehicle who survived the original blast would have to resist another 20P blast from the car's exploding fuel tank.

When planting an explosive inside a vehicle's passenger compartment, some players may choose to remove the door paneling and stick a tamped explosive inside. When the explosive device goes off, multiply the Damage Value of the explosion by 4 instead of just doubling it. This extreme version of a car bomb is usually reserved for hard-to-kill targets, such as heavily armored and extensively augmented trolls.

EXAMPLE

DUMB BOMB

Cold Heart was hired by a Manhattan Mafia Johnson to eliminate a witness in an upcoming trial. The UCAS Federal WitSec program relocated the snitch to Seattle until the trial date. Cold Heart does his research on the witness and learns he lives alone and works for Federated Boeing as an engineer. He also learns that he drives himself to work each day. The witness has no special protection, only a new identity meant to keep him safe. Unfortunately for the witness, a UCAS Marshal was happy to give up his identity and location for some cold, hard nuyen. Cold Heart found the target doesn't carpool with anyone else and is a bit of a loner. Studying the car model the witness drives, Cold Heart learns that it's limited to manual ignition and lacks a rigger interface. For Cold Heart, this is a perfect situation for a dumb car bomb.

One night, while the witness is asleep at home, Cold Heart breaks into his garage and tampers with his Ford Americar. Rolling an Automotive Mechanic + Logic [Mental] (3) Test, Cold Heart gets 4 hits. He uses an electrical detonator and connects the ignition to 1 kilo of Rating 14 plastic explosive. He places the explosive device underneath the steering column. Cold Heart also makes a Demolitions + Logic [Mental] Test to shape the charge and gets 2 hits. The device now effectively produces 16P damage.

The next morning, the witness turns on his car for work and it explodes inside his garage. The way it was planted, the shaped explosive device is considered directional. Since the distance between the explosive blast and the witness is less than 1 meter, he gets the full blast (16P). The witness rolls 4 hits on his Damage Resistance Test, but takes 12 boxes of Physical damage. The target is still alive but is 2 boxes into physical overflow (Body of 4).

The Ford Americar now has to resist 12P damage from the explosion (16P – 4). The gamemaster rolls the vehicle's Body and Armor Rating, –2 AP (15 dice), and gets 5 hits. The vehicle takes 7P from the explosion and has caught on fire. Unless the witness regains consciousness and gets out of the vehicle within 4 Combat Turns, the vehicle will explode and he will take another 20P damage. Needlessly to say, the target dies just prior to the car exploding.

SMART BOMB

Warhawk has taken a job to eliminate one of Mr. Johnson's megacorporate rivals. He intends to plant a smart bomb inside the target's armored limousine and has acquired 1 kilo of Rating 20 plastic explosive. Warhawk connects the detonator to a micro-camera that will be planted inside the dome light of the limousine. He loads images of the target into the optical detonator's facial recognition program. Warhawk researches the make and model of the limo in question and gets the precise dimensions for the rear bench seat, which will allow him to construct the bomb to fit underneath. Because the bomb uses an optical detonator, the device is considered a complex device. For the Extended Test, Warhawk will need to get 18 hits with an interval of 1 day. Warhawk has a dice pool of 13, and a Mental Limit of 6; he takes 6 days to assemble the device.

Warhawk then waits for an opportunity to plant the bomb. He learns from his legwork that the target's security will be taking the limo into an auto-detailing shop for some work. He bribes the owner of the shop to allow him access to the limousine, and he plants the bomb underneath the rear passenger bench seat.

The limousine is picked up from the shop a day later, and the human target, a troll bodyguard, and a human driver take it for a drive downtown later that day. Once the smart bomb confirms the identity of the target via facial recognition, it detonates. The target is sitting right on top the explosive device. The seat absorbs 1 box of the initial blast, so the target resists 19P, with an AP of –2. The human target only gets three hits on his Damage Resistance Test, so the target is killed instantly in the explosion.

The troll bodyguard is also caught within the directional explosive's 60-degree arc and is sitting less than 1 meter away from the blast; he also has to contend with 19P damage. The bodyguard is wearing full body armor (Rating 15) and has titanium bone lacing. After resisting damage, the bodyguard suffers 10 boxes of damage and survives.

The driver of the limousine sat approximately 1.75 meters from the victim, which is rounded up to 2 meters for determining damage. At this distance, the explosive blast is considered circular, not directional. By the time the blast gets to the driver, he must resist 15P damage. The driver only gets one hit on his Damage Resistance Test, so he dies also.

The gamemaster subtracts the hits the characters rolled resisting damage from the 19P blast, which is 14 hits. The limousine easily absorbs the 5P. The limo may be fragged up on the inside, but it is not in danger of exploding.

DISABLING VEHICLES

Players may choose instead to disable a vehicle using an explosive charge. Explosive charges planted on a target vehicle's axles can disable the vehicle, which is useful for allowing a runner team to extract a target during a commute. Planting a charge near the vehicle's transaxle (the front axle and transmission assembly) is another effective way to immediately disable a vehicle. Instead of using the vehicle's full Body + Armor Ratings to resist the damage from the explosion, only use the material Rating of the axle or transmission housing instead. Most standard vehicle components are considered heavy material (Structure 6, Armor 8), unless the target vehicle is a heavily armored security vehicle, in which case the components are considered to be made of reinforced material (Structure 8, Armor 12). Follow the rules for *Breaching Charges*, p. 191. If targeting an axle with an explosive device, use the diameter of the axle as the thickness threshold required to cut through. If the component takes as much damage as its Structure Rating, it is considered either cut in half or destroyed. Should the explosion generate more energy than necessary to disable the vehicle, the vehicle could end up flipping onto its side or even rolling onto its roof. If the explosion produces 5P damage more than what is necessary to destroy the component, the car's wheels lift off the ground and the vehicle flips onto its side. If the explosion causes 10P damage more than what was necessary to destroy the component, the car rolls onto its roof. With each box above 10P, the car will roll an additional time, potentially killing everyone in the vehicle.

When planting the explosive charge, the character must make a Demolitions + Logic [Mental] (3) Test. A glitch on this test results in the explosion hitting the vehicle's gas tank (provided the vehicle has one), which increases the DV of the explosion by 20P.

ERASING EXPLOSIVE FINGERPRINTS

Most demolitions specialists who wish to keep a low profile from law enforcement choose to mimic the signatures of other bomb makers and have their work blamed on someone else. To accomplish this, the character needs a copy of a classified forensics reports detailing the traits of another bomb maker's signature. Once she acquires such a report, she will need to make a Forgery + Logic [Mental] Test while crafting her charges. Double the threshold for her Extended Tests for making the devices, as she is intentionally taking extra time to make her work look like someone else's.

USING EXPLOSIVES WITH DRONES

Demolitions-focused characters may also use drones in their work. Drones can be used to locate non-traditional entry points through which they can smuggle explosive charges into a building, such as open windows, a loading bay, or a roof door left ajar. Unfortunately, most drones lack the dexterity to physically plant charges themselves. Should a player use a drone to plant charges, the drone receives a -3 dice pool penalty for the attempt. The exceptions to this rule are drones with articulated arms that have a full range of motion and match the dexterity of a metahuman's hands and arms.

EXAMPLE

Pyro and his team have been hired to extract a Shiawase scientist in Neo-Tokyo. After digging up info about their target, they realize it would be difficult to extract him unless he is in transit, as the target lives and works in a Shiawase arcology. The runner team believes the arcology's security would be insurmountable should things go wrong while inside the structure. Instead they have their hacker grab the target's schedule to see if the scientist will ever be outside the arcology, where they can more easily grab him. They are in luck: He will be going on a seven-day cruise and will be en route to the cruise ship via car, with only one security detail. Pyro's team decides to plant an explosive on the axle of the vehicle used to transport the scientist. They will set off the explosive charge at a given time and location, allowing them to pick an ideal spot along the route for an ambush.

Pyro studies the target vehicle and realizes it's a security vehicle with components made of reinforced material. Pyro is going to plant a device that will cut through the axle. For this model, the axle has a diameter of 10 centimeters. Given that the material is reinforced, Pyro calculates that the axle's Structure Rating is 1 (8 x 0.1, round up) and the Armor Rating is 1 (12 x 0.1, AP reduces it by half, round up). Pyro wants to make sure he will take care of that axle, so he decides on an explosion that can generate a minimum 3P worth of damage.

Pyro decides to use a single device consisting of 1 kilo of Rating 2 commercial explosive (which was reduced from 5 to 2 using a Demolitions Test). After his team learns which car will be used to transport the scientist for this vacation, the team sneaks into the motor pool. Pyro shapes the charge around the rear axle and puts the charge on a remote detonator. Pyro makes his Demolitions + Logic [Mental] Test and scores three hits. The charge is placed in a way that will not hit the gas tank.

When the time comes for the scientist to go on his vacation, Pyro's team follows the vehicle. Just as they reach the ambush point, Pyro detonates the charge. Because it is planted on the axle itself, the charge does 4P worth of damage (DV x 2) to the axle. The gamemaster rolls the Structure plus Armor of the axle to resist it (1 + 1) and gets no hits. No damage is absorbed, so the axle is broken and the vehicle is successfully disabled.

Some demolitions experts plant an explosive device inside the drone itself and then set off the charge once the drone reaches its target. Microdrones and minidrones cannot be equipped with explosive devices due to their bodies being too small. Small- and medium-sized drones may be planted with an explosive device of the same weight in kilos as the drone's Body rating divided by 2. For example, an Aztechnology crawler—a small drone—may be planted with up to 2 kilos of explosives (Body 3 divided by 2 = 1.5, rounded up to 2). A large drone may be implanted with an explosive device up to the same weight in kilos as the drone's Body rating. For example, a Steel Lynx (Body 6) may have up to 6 kilos explosives strapped within its chassis. A rigger or someone with the proper Mechanic skill would need to plant the explosives, as sometimes the internal workings of the drone must be modified to make them fit inside. For blowing up a drone, apply the same rules for blowing up a car (as outlined in this section).

DEMOLITIONS SUPPLIES AND EQUIPMENT

ACCESSORIES	RATING	AVAILABILITY	COST
Atomizer	1-10	(Rating x 2) R	Rating x 300¥
Electrical	1-6	8R	Rating x 150¥
Optical	1-6	14R	Rating x 250¥
Hard-shell briefcase (hermetically sealed)	1-12	10R	Rating x 100¥
Safety Fuse	—	6R	5¥ per meter
Redundant Power Supply	—	6R	50-500¥
Nanoprint Scanners	1-6	16F	Rating x 500¥

DETONATORS	RATING	AVAILABILITY	COST
Blasting cap	—	8R	20¥
Electrical	—	(Rating x 4)R	Rating x 30¥
Optical	1-6	(Rating x 7)F	Rating x 200¥
Pull	—	9F	80¥
Push	—	9F	80¥
Radio	1-3	10R	75¥
Timer	1-8	(Rating x 6)F	Rating x 50¥

EXPLOSIVES (PER KILO)	RATING	AVAILABILITY	COST
Ammonium nitrate	4	5	80¥
ANFO	6	7	100¥
Commercial	5	6R	100¥
Foam	6-25	12F	Rating x 100¥
Plastic	6-25	16F	Rating x 100¥
Detonating cord (per meter)			
Low Yield	3	10R	100¥
High Yield	6	14R	150¥
Binary	1-20	18F	Rating x 125¥
Linear charge	1-25	16R	Rating x 250¥
Liquid	1-25	16F	Rating x 150¥

RULES FOR BREACHING/ CUTTING

Destroying vehicles and buildings is not the only function of explosives. Explosives can also be used to breach barriers or cut various materials. The following are rules for these smaller jobs.

BREACHING CHARGES

The rules so far have presented a way of punching consistent, 1-meter holes in barriers and have shown how it is possible to create larger-diameter holes in barriers. Complications arise when the barrier possesses a depth greater than 1 meter but does not require enough explosives to produce a 2-meter hole, and a character needs to calculate the proper explosive power between those values to breach the material. Sometimes a character wants to damage the barrier in such a way that it is not completely breached, such as taking out a locking mechanism while leaving the other side of the barrier intact. After all, valuable art or delicate medical vials stored in a vault would not survive receiving even a small amount of force from a breaching charge. Electronics or optical chips could also be damaged or destroyed by a blast. Just as there are rules to deal with breaching a barrier that is 1.75 meters thick, the breaching rules are also meant to help players and gamemasters calculate how to penetrate barriers thinner than 1 meter. For example, a car door may only be 20 centimeters in thickness, or 20 percent of 1 meter.

The first step is to determine the thickness of the material being breached and decide whether the breaching charge needs to completely breach the material or just partially damage the structure. Ultrasound sensors can help provide an exact measurement of the thickness of a specific material. If a precise measurement is not available, a runner can use a suitable Knowledge skill, such as Metallurgy, to provide an estimate of the material's thickness. Getting a thickness measurement with ultrasound sensors requires a Complex Action. Once a character has determined whether the breaching charge should breach the material entirely or only partially breach it, the player needs to reduce the material's Structure and Armor Ratings by the appropriate percentage of how much thicker or thinner the material is related to the 1-meter benchmark. Using the example of the 20-centimeter-thick car door, a charge would require only 20 percent of the DV normally needed to penetrate the Structure and Armor rating of 1 meter of the same material. Assuming the car door is made of reinforced material (Structure 8, Armor 12), reducing the Structure rating to 20 percent of its normal value produces a value of 1.6 (8 x 0.2), rounded up to 2. The Armor Rating goes from 12 to 2.4, rounded up to 3 (12 x 0.2). If applying a -half AP to the Armor, the Armor Rating becomes 1.5, but with rounding up, it stays at 2. A player wanting to completely breach the 20-centimeter-thick car door should have an explosive charge capable of inflicting 3 boxes of damage (to be able to overcome the damage the door is likely to resist). If he only wishes to produce a partial breach (e.g., to destroy the door lock), he may be able to get away with a lesser charge.

Note that most explosives produce a Damage Value of 5P or more. When creating breaching charges, a character may use a Demolitions + Logic [Mental] Test to reduce the effective rating of the explosive, allowing characters to create a more precise charge, usually through removing excess explosive compound. Since a breaching charge is always placed on the surface area of the barrier being breached, the charge's DV is always doubled. In addition, the Structure rating receives a -half AP to resist the damage. Use this same method for determining how to breach materials that require an odd amount of force to either breach entirely or to create a partial breach.

EXAMPLE

Night Demon has been hired to break into a Horizon executive's hotel room while the exec is at the country club and then break into the wall safe to grab optical data chips and work-related commlinks believed to be stored inside. Night Demon does his research on the particular model of wall safe and calculates that its door is 25 centimeters thick. He's not a safecracker, but he knows how to use breaching charges, and his magician chummer can cast a Silence spell to make sure the explosion is kept quiet.

Night Demon knows that the safe door is reinforced material (Structure 8, Armor 12). Because the items in the safe are considered delicate, he cannot afford to allow the explosion to penetrate the safe's interior. In his calculations, Night Demon reduces the value of the Structure and Armor Rating of the vault door to one-fourth of their original Ratings (x 0.25). This gives a Structure Rating of 2 and an Armor Rating of 3 (x 0.25). Figuring that the Structure and Armor rating of the wall safe can resist at least 1 box of damage, Night Demon knows he needs an explosive device capable of producing only 2 boxes of damage: 1 box will likely be absorbed by the Armor, and the other box will punch a hole in the Structure and destroy the locking mechanism. He takes 1 kilo of Rating 5 commercial explosive and makes his Demolitions + Logic [Mental] Test. Night Demon gets 4 hits and reduces the effective Rating for the explosives to 1. When he plants the explosive directly on the wall safe door, this will double the Damage Value of the charge while reducing the Armor of the vault door in the process by half (to 1.5, rounded up to 2). The gamemaster rolls for the door's defense, and the final result is the desired partial breach in the wall safe door, destroying the locking mechanism but preserving the contents of the safe. Night Demon is then able to swing open the door and collect Mr. Johnson's merchandise.

CUTTING CHARGES

Cutting charges are used to cut into a particular material or structure, such as beams, girders, or trees. They can be used to produce specifically shaped holes in material such as spherical or cubical shapes, depending on how the charges are arranged. Generally, a linear cutting charge, detonating cord, or explosive foam (p. 436, *SR5*) is used for cutting charges.

When setting cutting charges, the character must know the type and thickness of the material. Ultrasound sensors can give precise measurements for preparing cutting charges. Once that information is known, the character can begin to calculate the amount of explosive needed and plant the necessary charges to cut through the material. Follow the rules for creating a charge as outlined on p. 436, *SR5*, and as outlined in this chapter. When building a cutting charge, count the charge as one device instead of multiple charges. Follow the rules for Extended Tests for one device, p. 182.

Planting cutting charges is a precise art, as opposed to randomly sticking a block of commercial explosive on a structural support point and detonating it. To plant a cutting charge, the character must make a Demolitions + Logic [Mental] (5 minutes) Extended Test, with a threshold equal to twice the number of kilograms of explosive used. If using detonating cord, the threshold becomes twice the number of meters of detonating cord used. The runner may choose to prepare this cutting charge ahead of time by using a frame charge, which is a wooden structure on which the charge can be set. Attaching a frame charge to the surface of the material that will be cut requires a Complex Action. A lot of runners avoid using frame charges. Since they are generally large—the size of the intended hole—and conspicuous as to their purpose, they are hard to sneak into areas without being caught. If the target being cut is cylindrical, use the diameter as the thickness necessary to cut through. The character will still need to make the Extended Test, but this test could be made in the comfort of a chemistry shop instead of on-site, where the character may have to start dodging bullets. Once the charge is planted, it can be detonated as normal via blasting cap, detonating cord, detonator, and so on.

EXAMPLE

A runner team is breaking into a bank vault by going through the back wall and cutting through the rear vault wall. The vault wall is considered armored material (Structure 14, Armor 24). Ultrasound sensors inform the demolitions expert that the wall is 80 centimeters thick. The demolitions expert calculates the explosives needed to cut into the vault wall and arrives at the value of 22P to produce a 1-meter hole. However, because the demolitions expert desires to make a 1.5-meter hole, she multiplies the 22P by 1.5, for a total of 33P (an extra 11P).

For the vault wall, the demolitions expert brought a linear cutting charge. The charge tamps the explosive contained inside, providing a x 4 multiplier. The explosive device, using 2 kilos of Rating 6 powdered explosives, is now dealing 36P damage (9P x 4), with –half AP. The explosion efficiently cuts a 1.5-meter hole in the vault wall. Now, the runner team pushes the cutout part of the wall into the vault and heads directly to the safe deposit boxes.

COOKING EXPLOSIVES

To cook explosives, a character must at least have access to a demolitions shop (p. 443, *SR5*). A kit is insufficient for this kind of work, but it may be used to make, arm, and disarm explosive devices. Also, if a character is trying to mix explosives while using a shop inside a vehicle, any tests made while the vehicle is in motion requires 1 fewer ones for a glitch. A permanent facility is the preferred method for cooking explosives. Using a facility instead of a shop reduces the threshold for Extended Tests by 4. A chemistry shop/facility will suffice for mixing explosives, but using anything but a proper demolitions shop/facility works similarly to defaulting on skills. Chemistry and demolitions shops/facilities are similar, but the former may not possess all the specialized tools necessary to make explosives. Apply a -2 dice pool modifier when using a chemistry shop/facility, as the tools are considered inadequate.

To make explosives, a character must have the proper chemicals. These are not included with a shop or facility, so they must be obtained separately. Without proper chemicals, making explosive material is impossible. To cook explosives, the character must chose the rating of the compound that they are trying to make. A character cooking homemade explosives must make a Demolition + Logic [Mental] (30 minutes) Extended Test with a threshold for the appropriate explosive as given on the Making Explosives Table.

Cooking homemade explosives can produce volatile results. Mixtures must be precise for the explosive to have the desired rating. If an Extended Test roll produces no hits, the gamemaster adds to or subtracts from the rating of the explosive material by + or - 1. A glitch on a particular roll modifies the explosive's rating by + or - 5. The final damage value of a batch of explosives may be modified up to a maximum of + or - 15. A critical glitch sets off the explosive being made, using the current effective rating of the device as the DV for the blast; the explosion is considered circular, which has a Blast Value reduction of -2 per meter. If using a shop, the shop is destroyed. The explosion could also destroy the vehicle the shop is set in or catch it on fire. The blast has an AP of -2. A facility, however, can survive the blast. A character may need to

MAKING EXPLOSIVES TABLE

EXPLOSIVE	THRESHOLD (W/ SHOP)	THRESHOLD (W/ FACILITY)	AVAILABILITY	COST
Ammonium nitrate	12	8	5	75¥
ANFO	16	12	5	65¥
Commercial explosive	16	12	5	60¥
Dynamite	16	12	6	80¥
Foam explosive	20	16	8R	Rating x 200¥
Gunpowder	16	12	3	25¥
Liquid explosive	20	16	8R	Rating x 225¥
Nitroglycerin	16	12	10	150¥
Plastic explosive	16	12	8R	Rating x 200¥
TNT	16	12	10R	100¥

invest nuyen in fixing the facility (gamemaster discretion), but the cost to fix a facility should not exceed half the facility's original cost (25,000¥).

EXPLOSIVES

AMMONIUM NITRATE

Ammonium nitrate is regularly used as a component of fertilizer. As such, ammonium nitrate can be easy to acquire legally. However, governments and corporations are well aware that ammonium nitrate can be used in explosives, so they monitor and track the sales of this particular chemical. Buying too much at any given time from a legal source will likely raise red flags that law enforcement will investigate. Because of this, most runners involved in bomb making will acquire ammonium nitrate from black-market sources as opposed to legal avenues.

Ammonium nitrate consists of a powder or granules and requires a container to hold it before a detonator can be fitted.

Ammonium nitrate will catch fire if set alight, but it will only explode if burned when enclosed in a container. Ammonium nitrate will not detonate when wet. It can be used as an oxidizing agent for other explosives and can also be used to modify their detonation rates. Other chemicals ammonium nitrate has been used with include nitroglycerin.

ANFO

Ammonium nitrate/fuel oil is a binary explosive, combining ammonium nitrate and fuel oil. The two are mixed to enhance the effectiveness of the ammonium nitrate. ANFO is a common commercial explosive used frequently in mining, quarrying, and civil construction. ANFO is considered blaster cap insensitive, so it requires a primer to be detonated, such as a small amount of dynamite or TNT.

DETONATING CORD

Detonating cord is a thin, plastic tube filled with a small amount of high-grade explosive, with an explosive potential that can be adjusted based on the length of the cord. Det cord, as it is commonly called, can be used on its own, wrapped around an object for use as a cutting charge, or used as a breaching charge to punch a hole in a barrier. It can also be connected to other explosives and used as a means to set off connected charges simultaneously as a high-speed fuse.

Det cord comes in two different sizes: low yield and high yield. Low-yield det cord is often used for special effects in various trideo productions and tends to be used against average material. High-yield det cord is more powerful and can be used on heavier materials. Low-yield det cord has a base Damage Value of 3P per meter; high-yield det cord has a base Damage Value of 6P. For simplicity, add or subtract 1P from the power level of the detonating cord for every one-third of a meter (34 cm) added or subtracted to the total length of detonating cord used. For example, if a player only uses one-third of a meter of low-yield detonating cord, the base Damage Value for the detonating cord is 1P.

DYNAMITE

Dynamite is typically packed in sticks weighting 0.25 kilograms each, but individual sticks can be taped together quickly to create larger charges. Dynamite is typically sold per kilogram. Although a powerful explosive on its own, dynamite can also be used as a primer for other explosives, such as ANFO.

GUNPOWDER

This is a catch-all name for modern smokeless gunpowder, older black powder, and all other propellants used in firearm ammunition. Like ammonium nitrate, gunpowder must be put into a container before a det-

onator can be inserted. Setting fire to gunpowder not in an enclosed container will only burn it, not cause it to explode. Gunpowder will neither burn nor detonate if it is wet.

An easy way to obtain gunpowder is to remove it from cased ammunition (caseless ammunition contains a plastic explosive instead of gunpowder), although about 500 rounds are needed to produce 1 kilogram.

LINEAR CUTTING CHARGE

Developed for making precise, clean cuts through material with minimum effort, this is an inverted V-shaped sheath, typically made of lead, copper, or tin, with a layer of high explosive contained within. This device focuses the explosive blast onto the line to be cut, giving much greater penetration of the target material. Linear cutting charges automatically tamp the explosive, giving it the x 4 multiplier when detonated. One meter of cutting charge contains 1 kilogram of explosives of the charge's rating. Linear cutting charges are normally filled with granular explosives such as RDX, but other high explosives can also be use, including PETN (pentaerythritol tetranitrate). Linear cutting charges are available in Ratings 1-25.

LIQUID EXPLOSIVES

Liquid explosives are frequently referred to as "liquid plastique." Liquid explosives function identically to plastic explosives, except that liquid explosives can be poured in desired quantities (1 liter is the approximate equivalent of 1 kilogram of plastic explosive). Liquid explosives are available in Ratings 1-25 and are frequently used with an atomizer to maximize damage (see p. 196).

NITROGLYCERIN

A very powerful explosive that has been around since 1847, nitroglycerin is well known for its instability—it can detonate from mere jolts, let alone other explosions. Any time a character handles nitroglycerin, roll an Agility + Reaction Test—a glitch means that the nitro detonated by accident (the only reason for the test is to see if there is a glitch; the number of hits does not matter). Transporting it in a vehicle requires the driver to make a Vehicle Test (p. 199, *SR5*), with a glitch setting it off. Have the passengers resist damage from the explosion before having the vehicle resist damage, subtracting any hits the passengers get on their Damage Resistance Tests. Follow the same rules for a car explosion found under *Car Bombs as Tools for Assassins* (p. 187). Treat 1 liter of nitroglycerin as 1 kilogram of Rating 6 explosives.

TNT

The standard by which all other explosives are measured, trinitrotoluene has been used as an explosive compound for 200 years. TNT is highly regulated and hard to obtain legally without proper permits and licenses.

TNT is available in blocks of varying weight that can either be cut up when smaller amounts are needed or taped together for larger charges. Any kind of detonator can be used to set off TNT.

DETONATORS

Listed below are several detonator options. To simplify demolitions for *Shadowrun* players and gamemasters, a purchased detonator is always considered to come with the appropriate power supply or primer necessary to set off the explosive material in question. The power supply for a detonator only becomes an issue for detonators with specific ratings. Rating 1 detonators are the cheapest and are most likely to suffer from malfunctioning power supplies, but Rating 2 detonators have been known to also fail. When dealing with a Rating 1 detonator, the gamemaster rolls 1D6. On a roll of 1 or 2, the power supply is bad and will not initiate the explosive device. For a Rating 2 device, the gamemaster rolls a 1D6, and the power supply only malfunctions on a result of 1. Rating 3 devices are well constructed, so failure rates for these devices are so rare as to not be an issue in game terms.

Redundant power supplies for detonators can be purchased and vary in price from 50 nuyen to 500 nuyen. Adding redundant power supplies ensures that if one fails, the other will trigger the explosion, but this adds to the complexity of the device and thus requires more time to build.

BLASTING CAP

The most commonly used detonator in construction and demolitions work is the blasting cap. Blasting caps come in three different types: electric, non-electric, and fuse caps. Blasting caps are wired into a primary explosive material. Once ignited, this provides the energy necessary to set off the secondary explosives. Electric blasting caps are normally hardwired to an exploder, which produces the necessary electrical pulse that travels through wires from the exploder to set off the explosives from a safe distance. Fuse caps allow for a safety fuse to be ignited, to delay the explosion until the fire reaches the cap. Whereas detonator caps can be used to set off charges remotely with a self-contained power supply or explosives, blasting caps have a manual component, either lighting a fuse or pushing the plunger on the exploder to set off the explosion. Because of this limitation, detonator caps are the preferred choice for detonation.

Explosives used in blasting caps are considered primary explosives or primers, the most common being mercury fulminate, lead azide, lead styphnate, tetryl, and DDNP.

ELECTRICAL DETONATOR

This type of detonator sends an electrical charge to explosives sensitive to electricity and detonates them. It can create booby traps by being wired to things like a light switch, a trideo set, or a vehicle's ignition. Electrical detonators require a strong electrical pulse to function; this is sometimes supplied by a exploder, but it can also be supplied from a car battery, a wall socket, or a power supply designed to work with the detonator. The current provided by a normal battery, as used in electronic appliances, is not enough. Electrical detonators are frequently used in dumb bombs.

OPTICAL DETONATOR

A more high-tech alternative to the electrical detonator, this detonator has a powerful processor that can interpret data from outside sources, such as facial recognition programs or biometric nanoscanners, to obtain positive identification of a target. The processor inside an optical detonator is as powerful as one found in an average commlink. Optical detonators must be attached to fiber-optic cables and can be planted in such things as cyberware, drones, computers, or commlinks. Runners who desire a smart bomb can use an optical detonator to greatly enhance their chances of hitting the right target.

When utilizing an optical detonator with accessories such as a camera or biometric nanoscanners, roll the Data Processing attribute of the optical detonator (Device Rating) against a threshold of 1. A successful roll means the device has correctly identified the target. A failed roll results in inconclusive findings and requires another test; the system requires 1 minute before another identification attempt can be made. If the test results in a glitch or critical glitch, the device improperly identifies someone else as the target and detonates, likely killing the wrong target, or it does not recognize the right target and does not detonate. Optical detonators have a Device Rating from 1 to 6.

Any explosive device using an optical detonator is considered a complex device.

PULL DETONATOR

Pull detonators trigger explosives when a ring on the detonator is pulled out; a string or wire can be tied to the ring to either set up a tripwire or connect it to a nearby object. For example, a pull detonator can be set off when a door opens to pull the ring out of the detonator.

Pull detonators can also be set in a "pull release" mode. In this case, the detonator is set up with a constant pull on the ring, usually from a taut tripwire. When the ring is pulled out, the detonator goes off as usual, but it will also detonate when the resistance is taken off the ring. This prevents someone from disarming the booby trap by simply cutting the wire, as doing so triggers an immediate explosion. To disarm the explosive device without setting it off, a character will need to make a Demolitions + Logic [Mental] (5) Test.

PUSH DETONATOR

One of the most notorious booby traps, push detonators set off their explosives when the trigger is pushed with a specific amount of force. The character setting the detonator can choose the minimum amount of pressure in kilograms that must be exerted on the detonator before it goes off. For example, if used in a car bomb, one of the target's young children sitting in the driver seat won't set off the explosives underneath the seat. However, once the target gets behind the wheel, the bomb will explode. Push detonators can be set up with a minimum and maximum weight that will set off the explosive.

A push detonator may also be set up so that once a target steps or sits on the detonator, it will not trigger until the pressure is removed.

RADIO DETONATOR

One of the most common detonator types in both military and civilian demolitions, a radio detonator sets off the explosive charge when it receives the correct radio signal. Modern radio detonators are wireless-enabled devices detonated by commlinks.

Radio detonators come in three ratings. Rating 1 radio detonators are the cheapest but also possess the weakest receivers and have the greatest chance of not receiving a signal, particularly in a building that has not been properly prepped for demolition. Increase the Noise Level by 2 when using a Rating 1 radio detonator. Rating 2 radio detonators are stronger and more reliable but are still sensitive to noise. Increase the Noise Level by 1 when using a Rating 2 radio detonator. Rating 3 radio detonators are the most reliable on the market and decrease Noise Level by 1.

Disposable commlinks can be set up as makeshift radio detonators. The commlink can be programmed to accept only one number of the demolition expert's choosing. Turning a commlink into a radio detonator requires two tests: a Hardware + Logic [Mental] (4) Test and a Demolitions + Logic [Mental] (3) Test. A commlink rigged in this manner has a Rating equal to its Device Rating, to a maximum of 3.Commlinks set up as radio detonators are always set to run silent (p. 235, *SR5*) to diminish the chances of being discovered.

TIMER DETONATOR

A timer detonator is an electronic or mechanical clock that sets off the explosives. It can be used to either det-

onate at a specific time or count down from the desired delay. Timer detonators come in three ratings. Rating 1 is the cheapest timer detonator available, but the cheaply made device has a high rate of failure and is known for losing or gaining time. Rating 1 timer detonators can lose or gain up to 2 minutes, (assuming the device works at all). Rating 2 timer detonators can lose or gain up to 1 minute, while Rating 3 timer detonators keep exact time and are considered the most reliable detonators.

Commlinks can be set up to act as improvised timer detonators. All commlinks have clock and timer programs loaded onto them. Turning a commlink into a makeshift timer detonator requires two tests: a Hardware + Logic [Mental] (3) Test and a Demolitions + Logic [Mental] (3) Test. Assume a commlink rigged in this manner has a Rating of 3, as long as it has an active Matrix connection. Without that connection, it drops to Rating 1. Commlinks set up as timer detonators are always set to run silent (p. 235, *SR5*) to help avoid detection.

Timer detonators have the option of featuring a display showing the countdown. Oftentimes they do not come with this feature, but commlinks modified as a timer detonator always display the time. A bomb maker will often set up decoy timer detonators and have each of them display different countdowns, forcing anyone trying to disarm the bomb to guess which time is the right one (if any).

EXPLOSIVE ACCESSORIES

ANTI-REMOVAL MODIFICATIONS

Many bomb makers like to make their devices complicated so they are more difficult for someone to disarm before they go off. Common anti-removal modification tricks include the following: multiple detonators as fail-safes, multiple blast machines/power supplies, wires that are all the same color, false wires and leads, metal sheaths to prevent a bomb expert from accessing the detonator, fake time displays, and a mixture of different detonator types.

For each modification designed to prevent tampering, the device gains 1 die to resist being disarmed; maximum rating of this dice pool is 12. The character attempting to disarm the bomb rolls a Demolitions + Logic Opposed Test versus the bomb's dice pool. If the character succeeds, the bomb is disarmed. However, if the bomb gets more hits, the explosive detonates. Alternatively, the gamemaster may choose to have the character roll an Opposed Test versus the bomb's dice pool, with each successful test disarming one of the anti-removal devices and removing 1 die from the dice pool. The character must then continue to disarm each anti-removal modification, removing 1 die from the pool each time. When the bomb has no dice left in its anti-removal modification dice pool, the device is considered disarmed.

ATOMIZER

Similar to bottles that spray water or perfume, an atomizer works on a larger scale to quickly spray a cloud of liquid explosives. The atomizer can hold a number of liters equal to its rating, and this liquid can be sprayed at a rate of 1 liter per Complex Action, each liter being roughly equivalent to 1 kilogram of plastic explosive. Each liter fills one cubic meter when properly atomized, and the explosive will settle to the ground in about 1 minute. The liquid explosive must still be present in the air to be ignited by a detonator.

The advantage of atomization is that the Damage Value is the same throughout the cloud; the Blast Rating (for circular blasts) is only applied outside of the cloud.

EXPLODER

An exploder is a handheld device that provides an electrical pulse needed to set off an electrical or optical detonator (p. 195). Electrical and optical detonators need compatible exploders to work, so an exploder of one kind cannot activate the other type of detonator. Exploders are only necessary for devices that are wired together and require a manual detonation, usually with blasting caps and detonating cord. Many remote detonators feature their own power supply, making an exploder unnecessary.

A number of circuits equal to the exploder's rating can be connected to it at a time. These circuits can be set off simultaneously, or a user can vary the detonating times between the different circuits, creating the desired blast pattern. However, all charges wired on the same circuit will detonate simultaneously. An exploder can set off a number of detonators up to its Rating x 4 at the same time.

Operating an exploder requires a Complex Action, regardless of the number of circuits being detonated.

HARD-SHELL BRIEFCASE (HERMETICALLY SEALED)

A hard-shell briefcase can be hermetically sealed to allow for easier transportation of explosive material and provide a convenient way of smuggling explosives into a secure building without setting off chemsniffers. The Rating of the briefcase provides a negative dice pool modifier to any chemsniffer/olfactory sensors trying to detect the explosive material. For example, a hermetically sealed Rating 3 briefcase removes 3 dice from the

sensor's dice pool for detecting the explosives. Hermetically sealed hard-shell briefcases come in Ratings 1 to 12.

SAFETY FUSE

A safety fuse is a length of waterproof cord that burns at a rate of 1 centimeter per second (3 centimeters per Combat Turn), allowing it to be used as a cheap and simple delay by inserting it into a blasting cap. It can be lit with a cigarette lighter or a similar flame source.

GEAR QUALITIES

COUNTERFEIT

(FUNCTIONAL AND NON-FUNCTIONAL)

On the black market, not everything for sale is the genuine article. Cheap knockoff guns are frequently modified to look like Ares Predators or Colt Manhunters and passed off as such to unsuspecting buyers. Device Rating 6 cyberdeck cases are often sold as Device Rating 6 cyberdecks despite having Rating 1 components inside. Counterfeit BTLs and simsense recordings have a poorer quality than the original. Modeling clay masquerades as blocks of plastic explosive.

Characters conned into buying Counterfeit merchandise that is functional get a working product, albeit at a reduced Rating. Device Rating and Accuracy can be reduced by as much as 5 (to a minimum of 1). Explosives can either have their desired Ratings reduced by 5 or the number of kilograms purchased reduced by half, replaced by modeling clay or other fraudulent product. Homemade explosives may be packaged as commercial-grade explosives; in this case, follow the rules for modifying homemade explosives on the black market. Armor may have been repaired to be sold as new, with its Armor Rating reduced by as much as 5. Functional Counterfeit products also have a nasty track record of breaking. Functional Counterfeit gear provides a challenge for players, and if they survive they should be rewarded. If a functional Counterfeit is purchased by a character and that gear then becomes an in-game complication for the character, the gamemaster should give the character who owns it 1 extra point of Karma at then end of the current mission.

Non-functional Counterfeit goods do not work at all. For example, the firing mechanism of the gun is broken or missing; cyberware components in a shiny new shell are broken and burned out; explosives are either entirely phony product or the mixture of compounds is so bad that it simply won't detonate. A character who inadvertently receives a non-functional Counterfeit piece of gear in an adventure and survives complications from the gear receives 2 Karma at the end of the game session.

OPTIONAL RULES

SUPPLEMENTAL DETECTION MODIFIERS FOR THE CHEMICAL DETECTION MODIFIERS TABLE

In *Run & Gun*, the rules for explosives have moved away from calculating explosives in grams. For the sake of simplicity, all amounts are calculated in kilograms. To reflect this change, the gamemaster may choose to modify the values on the Chemical Detection Modifiers Table on p. 365, *SR5*, as follows:

MATERIAL	MODIFIER
Every 1 kilogram of (non-plastique) explosive	+1
Every 2 kilograms of plastique explosive	+1

DEFECTIVE

Even when an item is brand new, that does not guarantee that it is without defect. Defects in materials, assembly line errors, and even successful shadowruns can negatively impact item quality, rendering it defective. It's common for black marketeers to sell products that were recalled or disposed of by the manufacturer (due to concerns over a potentially defective batch), meaning said products might end up in the hands of runners and fixers. Even if the piece of gear functions when it is sold, it may suddenly stop working at an inconvenient time. The Defective quality often strikes power supplies in electronics, from commlinks and cyberdecks to electronic timers and batteries. Gamemasters can secretly assign this quality to a piece of gear to add a twist to the mission, but players should be rewarded for dealing with it. If a character received a Defective piece of gear that failed in the course of the mission, and they manage to survive, they should receive 1 extra point of Karma at the end of the run.

HOT

On the black market, some items are ridiculously discounted, sometimes by as much as fifty percent or more. The reason? The fences have to get rid of the product fast, and any nuyen they can get, even if they take a loss, is better than simply ditching the goods altogether. Guns sold this way typically can be tied to crimes through ballistic forensics. Get caught with a gun connected to a high-profile homicide, and you are in deep drek, chummer. Oftentimes hot products still have serial numbers on them, and in some rare cases, their RFID tags are still active. Stolen delta-grade cyberware and bioware are always considered Hot. So are vehicles and explosives. Common items such as low-end cyberdecks and commlinks worth less than 1,000 nuyen are not given this quality unless they are sold in large quantities (usually more than what one runner would ever think of buying). The gamemaster should only consider giving this quality to an item she fully intends to cause a runner problems during the game.

HOSTILE EXTRACTION

"—I *told* you we shoulda gone with them!"

My indignant shout was drowned out by two very loud noises; the sharp *BANG!* of my high-ex grenade detonating, which temporarily muffled the dull *KRUMPFS!* from Megazard's massive Krime Cannon as he laid down suppressive fire.

"Stay with me 'til we hit the door, Azimuth!" the enormous troll shouted.

"Like I got a choice?!"

All this happened as we charged straight at the latest cluster of sec men spilling out of a nondescript, white, ten-story building twenty-five meters away. In their matching corp body armor and helmets, they looked like angry, grey-clad ants.

My mystic armor took a few hits as two opened fire with their Ares assault rifles. Correction: heavily armed and seriously pissed-off ants.

Still, we barreled forward. I launched another aerodynamic grenade as I ran, dropping it exactly where I wanted: behind a huge plascrete garden container near the front of the building. It held several artfully sculpted evergreen trees providing cover for three rent-a-cops.

The grenade fell out of sight, and the sharp report that followed sprayed pine needles, branches, and sec guard bodies everywhere. We both clomped into the cloud of smoke laid down by our chosen weapons, taking advantage of the temporary cover as we reloaded. I plucked two more grenades off my belt while Megazard slapped another circular magazine into the ever-hungry maw of his assault cannon. And all the while, we kept running toward the building.

You got it, chummer—we were heading *in*, not out.

It was not one of my better runs—or days, for that matter. But an empty credstick and looming rent, not to mention a constantly growling stomach, makes for one hungry dwarf—in more ways than one. So, when my supposed friend Megazard pinged me about what sounded like a simple cover-and-carry mission, I didn't look too closely at the particulars.

Big mistake.

The leaders of the team—a couple run-and-gun studs who'd been sleazing the Seattle shadows for all of six months—were cocky even at the initial meet. But their money was good—and real—for what was supposed to be an easy job: overwatch on the street while they swapped places with a maintenance crew and infiltrated during the end-of-day shift change. One false fire alarm later, and they would get whatever they'd come to get and scoot. If anything went bad, that's where we came in, guns and grens booming, to extract them.

And of course, somebody tripped something, leading us to make our spectacular entrance. The target was some off-the-main-drag corp building in Ravenna, so I'd packed fairly

BY JOHN HELFERS

light—only twenty grenades instead of my normal compliment of thirty-six. But judging how fast I was burning through 'em, I was starting to think I'd underpacked. And judging by the tenacity of the security we faced, the team leaders had *seriously* underestimated the static on this run.

"Ready?" Megazard asked as he sighted through his smartlinked cannon. I nodded, and he pulled the trigger twice. I didn't see the explosion through the smoke, but the blast noise and resulting shockwave told me the doors were no more. The shrapnel was still falling around us when we took the entrance.

I love everything about throwing grenades. I love the cold, heavy feel of them in my hand. I love finding the perfect arc through the air to the target. I especially love the looks on the faces of my targets when they see what's coming their way. And I *love* the way I feel the mana in the air bending to help the grenade land at its proper destination.

I know plenty of street brawlers who like to do their work in close, but that's not my style. As my sensei said: "Why shoot or stab someone when you can reduce them to tiny pieces from far away?" Sound advice then, sound advice today.

I've been working on and off with Megazard for the past couple years. Lotsa people like to crack jokes about the troll-dwarf combo when they first meet us. Then they see what we can do, and the wisecracks stop dead—sometimes along with the people making them. We may not be pretty, and we're the last people you'd call for a sneak-and-peek, but when something or someone absolutely, positively needs to be destroyed ASAP, we're the people you should call.

Of course, there are advantages and disadvantages to our M.O.D. For example, that many loud, concentrated explosions typically draws every on-site guard and drone to where they're going off. While it lets the rest of the team work undisturbed, it also brings every Knight Errant pawn within a ten-kilometer radius screaming toward the fireworks. So, from the second we hit the ground popping our very big caps, time is of the essence.

Megazard hit the wall on the left side of the entryway, and I hit the right. He stuck his weapon muzzle out for a peek and almost got it shot off.

"Allow me." I clutched one high-ex in my left hand and one frag in my right; my metal storm combo. I focused for a moment, and then watched the world slow down around me as my adept reflexes kicked in. "Cover!"

The huge troll stuck his KC around the corner again and let two more rounds fly. In the one-point-three seconds between launch and detonation, I stepped into the ruined entrance and picked out where the guards—and one tracked security drone—were located in the cavernous main hall.

The flesh-and-blood was crouched on the left, the ceramic-and-plasteel was tracking me on the right. No matter. Adjusting on the fly, I cross-tossed, sending the frag toward the goons, and the HE arcing toward the drone. The second the grens left my hands, I stepped out of the line of fire and took cover behind Megazard, mouth open and looking away from the soon-to-be very large fire in the hole.

The thunderous blast of all four munitions practically went off at the same time, shaking the entire building. We gave it a few seconds for everything to stop falling, then peeked inside.

Typical corp entrance lobbies have a big main desk or counter of some kind next to a security scanner and guard station, a few chairs, maybe some plants, stuff like that.

Whatever had been in this room was gone. Completely. Totally. Gone. All that was left was rubble, smears of blood, and smoke.

"Three minutes," Megazard said. I nodded as we hoofed it inside, combat boots crunching over broken bullet-but-not explosion-resistant glass, bits of metal and motherboard, and other, less identifiable bits of what was once the sec team.

Our comms chirped. "What the hell's going on down there?" It was SliceNDice, the so-called leader of these so-called runners. In the background, I could hear gunfire both nearby and further from him.

"You called for an extraction," I answered as we hit the stairway. "We're extracting."

"Sounds like you're blowing the whole goddamn building up!"

I exchanged a tired look with Megazard. "Yeah, there was some slight collateral damage upon entry," I replied. "You guys still where you said you were?"

"Yeah, fourth floor, pinned down by a squad near the elevator. Slycer's hit. Where are you?"

"We're comin'," I said, trying to remember which one was Slycer. Then it came to me: he was the team's decker—the other dwarf. Even cockier than their leader. "Remember, once we get there, everyone's leaving."

"Yeah—"

"And you're *exactly* where you told us you were?"

"Yes, goddamnit, just hurry! More security's coming!"

My eyebrows raised—apparently these sec goons were more disciplined than most—or they were smart enough to not risk getting blown up by us. "We're moving as fast as we can."

When we reached the third floor, we hit the door and stepped out into the deserted hallway, thanks to the fire alarm—the one thing that had gone right so far. Megazard took the lead, following the building schematics. When we got to the right place, he looked up and nodded. Loud assault rifle fire could be heard overhead—the sec men pinning down our meal tickets.

I'd already pulled a double dose of high-ex. Holding both in one hand, I pulled a small bottle of quick-dry spray adhesive from a belt pouch. "Boost me."

Keeping an eye on both directions, the troll knelt down, grabbed me under the arms, and placed me on his shoulders, allowing me to reach the ceiling with ease. I sprayed each grenade, stuck 'em right overhead, then hit the motion sensor switch. As soon as they were moved, they would go off. And boy, were they about to get moved.

"Ready," I said. Megazard extended a long, bulging arm, and I ran down it to the floor.

"Ninety seconds," he replied as we both ran for the nearest corner. Once there, I huddled in a ball and contacted the rest of the team while making sure my mystic armor was tight. <*Extraction beginning in five-count. Hunker down, eyes shut, mouths open, ears covered.*> I texted to the group.

"What—" he started to say as Megazard swapped magazines, then aimed at my homemade care package down the hall.

<*Do it NOW!*> I sent, then followed my own orders.

A moment later, the world exploded. I felt a brief wash of heat lick over me, which was gone as quickly as it arrived. I gave it a two count, then opened my eyes.

The ceiling halfway down the corridor was now a large, jagged hole. Blood, shattered weapons, and body parts littered the walls, ceiling, and floor in a five-meter radius in all directions.

I got back on the comm while following Megazard to our improvised exit. "Extraction site is open. Time to go, sixty seconds and counting."

SliceNDice's head peeked over the uneven lip of the hole. He pointed to his ears and shook his head. I sighed. "Stubborn adepts." I texted the evac message, but hadn't finished typing as the rest of the team scrambled down into the troll's waiting arms. There were four of them—the human leader, swords still in their scabbards, the wounded decker, and a pair of elves, brother and sister. The guy was a third adept named Khase, the woman a combat mage called Sindje. She was leaning heavily on her sibling—musta burned a lot of mana to be that drained.

Once we had everyone, with Megazard carrying the injured decker, we beat feet back to the stairway. "Is the evac plan still green?" I asked between pants.

"Yeah...as far as I know," SliceNDice replied.

Stifling the response that sprang to mind, I concentrated on hitting those stairs as fast as I could. With every step, the seconds ticked away.

On the second floor landing, my combat senses twitched an alarm, and I held up my fist. All of us froze in our tracks as I pointed at the floor below. We all listened, then heard it—the squeak of a combat boot, the shallow exhalation of breath as someone—or several someones—waited to ambush us.

<*Probably at least a squad down there.*> the troll texted me.

SliceNDice got that odd look on his face—there, but not there—and returned to consciousness a few seconds later. <*Four on main floor landing, covering stairwell.*>

Guess he was good for something after all. I pulled two frags from my belt while resending a command to the rest. <*Eyes shut, mouths open, ears covered. This'll be even louder than the floor.*>

Pulling the pins, I let the grens drop into the narrow space between the stairs. The sec quartet had just enough time to

realize death had dropped in on 'em from above before the frags reduced them to shredded red meat. I slapped Megazard's leg as the echoes away. "Let's roll."

Covering the stairwell with his assault cannon, dwarf slung over his other shoulder, Megazard took the steps three at a time. The rest of us scrambled to catch up.

The first floor landing looked like it'd been sprayed with a crimson water cannon. I left a little surprise for anyone entering the stairwell from the main hall, and kept moving. Careful not to slip in the muck coating the floor, we descended to the basement, then even further, to the parking levels below that.

In the small room just before the garage, SliceNDice sagged again, then straightened up with a jerk. "No sign of KE or any security. We're out the door, get the truck, and get the hell out of here."

Grenades in hand, I nodded at Megazard. "Go." Not that I didn't trust the other adept's recon, but ... okay, I didn't trust the other adept's recon.

The troll cautiously opened the door, and I peeked out, ready to frag anything that moved. The plascrete floor was quiet, littered with parked cars and nothing else. Not even a peep from my combat senses.

"Clear." I took point as we headed toward the nondescript, battered panel truck that had gotten them inside, and which I hoped was sturdy enough to get us all back out again—especially with an additional five hundred kilograms of troll and dwarf aboard.

The rest of the runners followed, Megazard bringing up the rear. We had just reached the truck when the hacker jerked and raised his head with a snort.

"Where the hell're we?"

"Evac'ing, that's where," SliceNDice told him. "We booked when you went down from the IC."

"Sheeit, I may have been down, but I wasn't out," the hacker protested. "Besides, I almost got what we came for. Just need another one, two minutes, tops." He glanced down at his troll ride. "Mind putting me down, treetop?"

"But Slycer, we gotta stay onsite for you to complete the download," the human adept said as the hacker was lowered to the ground.

"No shit," the dwarf replied as he climbed into the back of the truck. "Bet I can do it in ninety seconds, easy."

"No paydirt, no payday," the guy elf said.

"Yeah. Don't know about you, but I'd rather not go back to Mr. Johnson empty-handed," his sister said with a frown.

SliceNDice glanced at them, then at us. "All right then, you four buy Slycer the time he needs. I'll stay with him and the truck, each of you take a position where you can cause a distraction. Once he's got the stuff, I'll pick you all up, and we're out of here. Move out."

Megazard and I split up to cover the right side of the parking structure. I ducked behind behind a glossy, midnight blue BMW X89 parked near the down ramp from the upper level. The huge troll found his own hiding place, managing to squeeze between two company panel trucks.

I was about to needle him on his hiding spot when my combat senses pinged as I heard the squeak of rubber on plascrete. *<Vehicle coming.>*

<You got LOS?>

<Yup.> I watched a classic GMC Bulldog in corp security colors, with a heavy-duty ram bar and run-flat tires, come down the ramp. Here's where it got a bit tricky—I had to disable the van without blocking our exit. I texted Megazard. *<Gonna take them at your corner. Need an extra push when I do.>*

<Got it.>

I popped two hi-ex ball grenades and calc'ed fuses, distance to target, and travel time. A few meters before the vehicle reached a safe distance, I stepped out from between the cars, popped both pins, and bowled the pair of grens toward the left rear corner of the armored van. Again, the little round bombs went exactly where I wanted them to, and I clued Megazard in as they went. *<Boom in three, two, one–NOW.>*

At the precise moment my grenades exploded under the Bulldog's left rear axle, Megazard also stepped out and fired his Krime Cannon at the upper driver's side of the GMC's roof. He wasn't using armor-piercing rounds, however—that wouldn't have accomplished what we wanted.

The twin sets of high explosions, set off at the right time and impacting the right places, knocked the van over on its side, making it skid to a stop in a shriek of overstressed metal and plastic.

As the smoke and noise died away, we got the call. *<Package acquired. Be ready for pick-up.>* That was accompanied by the shriek of complaining wheels on the garage floor. Seconds later, the panel truck slewed around the corner, almost sideswiping the overturned van. It corrected, and I broke into a run when I saw the back door open, with both elves waving us forward.

Megazard was right beside me, and grabbed me in one huge hand as he lunged for the truck's back door. The suspension shrieked in protest, but held as we scrambled aboard. I looked back to see two dazed sec men struggling out of the bulldog, and popped a pair of smoke grenades to cover us.

"Slycer, get that gate open!"

"Working on it ... there!"

The mesh metal security gate squealed up as we rounded the last corner and sped toward the exit. Megazard pulled the back doors shut and sat against the groaning wall to catch his breath.

"Hey, slow down there, Andretti," I called to the adept behind the wheel. "Maintenance has no reason to speed outta here."

He shook his head but did as I said. We drove up the ramp, out the maintenance exit, and into the late afternoon sunshine. Two right turns later, we were leaving the rear of the building grounds as a small army of Knight Errant security converged on its still-smoking front. Two klicks later, we pulled onto an on-ramp and merged with the rest of the traffic on I5. Just another maintenance van on its way back from a job.

Blowing out a relaxed breath, I exchanged a satisfied glance with Megazard as the rest of the team celebrated their successful run. That's the other advantage of making a big boom going in—no one ever expects you to be quiet coming back out.

RUN & GUN TABLES

BLADES

ITEM	ACC	REACH	DV	AP	AVAIL	COST	PAGE
Combat axe	4	2	(STR+5)P	–4	12F	4,000¥	422, SR5
Combat knife	6	—	(STR+2)P	–3	4	300¥	422, SR5
Cougar Fineblade (Long)	6	—	(STR+3)P	–1	8R	600¥	20
Cougar Fineblade (Short)	6	—	(STR+2)P	–1	5R	350¥	20
Forearm snap-blades	4	—	(STR+2)P	–2	7R	200¥	422, SR5
Highland Forge Claymore (Blade)	5	2	(STR+5)P	–5	14R	4,500¥	18
Horizon-Flynn Rapier	7	1	(STR+2)P	–3	6R	500¥	18
Katana	7	1	(STR+3)P	–3	9R	1,000¥	422, SR5
Knife	5	—	(STR+1)P	–1	—	10¥	422, SR5
Monofilament Sword	5	1	(STR+3)P	–3	8R	900¥	19
Pole arm	5	3	(STR+3)P	–3	6R	1,000¥	422, SR5
Survival knife	5	—	(STR+2)P	–1	—	100¥	422, SR5
Sword	6	1	(STR+3)P	–2	6R	500¥	422, SR5
Victorinox Memory Blade (Sword)	5	1	(STR+2)P	–2	14R	1,500¥	19
Victorinox Memory Blade (Dagger)	5	—	(STR+1)P	–2	14F	1,250¥	19

CLUBS

ITEM	ACC	REACH	DV	AP	AVAIL	COST	PAGE
Club	4	1	(STR+3)P	—	—	30¥	422, SR5
Extendable baton	5	1	(STR+2)P	—	4	100¥	422, SR5
Sap	5	—	(STR+2)P	—	2	30¥	422, SR5
Staff	6	2	(STR+3)P	—	2	120¥	422, SR5
Stun baton	4	1	9S(e)	–5	6R	750¥	422, SR5
Stun Staff	6	2	9S(e)	–5	8R	1,000¥	20
Telescoping staff	4	2	(STR+2)P	—	4	350¥	422, SR5

OTHER

ITEM	ACC	REACH	DV	AP	AVAIL	COST	PAGE
Knucks	Physical	—	(STR+1)P	—	2R	100¥	422, SR5
Monofilament whip	5(7)	2	12P	–4	12F	10,000¥	423, SR5
Shock gloves	Physical	—	8S(e)	–5	6R	550¥	423, SR5

EXOTIC MELEE WEAPONS

ITEM	ACC	REACH	DV	AP	AVAIL	COST	PAGE
Garrote	5	—	(STR+4)S	–6	—	50¥	20
Monofilament garrote	5	—	(STR+6)P	–8	18F	2,000¥	20
Bullwhip	6	2	(STR+1)P	+3	6	100¥	20
Ash Arms combat chainsaw	6	1	8P	–4	6R	2,000¥	21
Ash Arms monofilament chainsaw	5	1	12P	–8	8R	7,500¥	21

RUN & GUN TABLES

IMPROVISED WEAPONS

ITEM	ACC	REACH	DV	AP	AVAIL	COST	PAGE
Bottle (unbroken)	3	—	(STR+1)S	—	—	—	22
Bottle (broken, after first hit)	3	—	(STR)P	—	—	—	22
Chain	4	2	(STR+1)P	—	—	10¥	22
Chair	3	1	(STR+2)S	—	—	30¥	22
Fork	4	—	(STR-1)P	+1	—	—	22
Frying pan	3	—	(STR+1)P	—	—	20¥	22
Hammer	4	—	(STR+1)P	–1/–2	—	30	22
Pistol	4	—	(STR+1)P	—	As weapon	As weapon	22
Pool cue	4	—	(STR)P	+1	—	45¥	22
Rifle butt	3	—	(STR+3)S	—	As weapon	As weapon	22
Sledge hammer	3	1	(STR+4)P	—	1	40¥	22

PROJECTILE WEAPONS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
AquaDyne Shark-XS harpoon gun	5	9P	–2	SS	—	5(m)	8R	800¥	22
Bow	5	(Rating + 2)P	–(Rating/4)	n/a	n/a	n/a	Rating	Rating x 100¥	423, SR5
Pistol crossbow	7	4P	—	SS	—	—	6R	300¥	23
Slingshot	7	2P	—	SS	—	—	—	50¥	23
Standard harpoon gun	5	9P	–2	SS	—	1	6R	200¥	22

CROSSBOWS

ITEM	ACC	DV	AP	AVAIL	COST	PAGE
Light	7	5P	–1	2	300¥	423, SR5
Medium	6	7P	–2	4R	500¥	423, SR5
Heavy	5	10P	–3	8R	1,000¥	423, SR5

ARROWHEADS

ITEM	ACC	DV	AP	AVAIL	COST	PAGE
Arrow	—	—	—	Rating	Rating x 2¥	423, SR5
Barbed head	—	+1	—	5R	10¥	23
Bolt	—	—	—	2	5¥	423, SR5
Explosive head	–1	+2	–1	8F	15¥	23
Hammerhead	–1	+1S	+2	5	5¥	24
Injection bolt	—	—	—	5H	50¥	423, SR5
Incendiary head	–1	special	—	12F	100¥	24
Injection arrow	—	—	—	(Rating + 2)R	Rating x 20¥	423, SR5
Screamer head	–2	–2S	+6	2	5¥	24
Stick 'n' Shock	–1	8S(e)	–5	6R	25¥	24
Static shaft	—	+4S(e)	—	6R	Rating x 25¥	24

RUN & GUN TABLES

THROWING WEAPONS

ITEM	ACC	DV	AP	AVAIL	COST	PAGE
Boomerang	Physical – 1	(STR+2)P	—	4	50¥	24
Harpoon/Javelin	Physical	(STR+3)P	–1	6	125¥	24
Net	Physical – 2	—	—	6	350¥	24
Throwing knife/shuriken	Physical	(STR+1)P	–1	4R	25¥	423, SR5
Urban Tribe Tomahawk	Physical + 1	(STR+2)P	–1	4	200¥	25

EXOTIC RANGED WEAPONS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Screech Sonic Rifle	6	7S	*	SS	—	10(c)	16R	8,000¥	26
Blowgun	8	1P	—	SS	n/a	1(mag)	4	150¥	26
Bolas	Physical	(STR+3)S	+4	n/a	n/a	n/a	6	75¥	26
Monofilament Bolas	Physical	(STR+3) S/12P	+4/–8	n/a	n/a	n/a	12F	4,000¥	26
FN-AAL Gyrojet Pistol	5	10P	–2	SA	—	10(c)	12F	2,000¥	26
Trafalgar Gun Cane	6	7P	—	SS	—	1(b)	9R	750¥	27
Knockoff Gun Cane	5	9P	—	SS	—	—	6R	150¥	
Net Guns									
Basic	5	—	—	SS	n/a	4(b)	9	750¥/350¥	28
XL	5	—	—	SS	n/a	2(b)	9	1,000¥/400¥	28
ShockNet	as gun	8S(e)	–5	as gun	n/a	as gun	10R	+250	28
Shooting Bracer	5(6)	7P	—	SS	—	1(b)	12H	1,250¥	28

TASERS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Cavalier SafeGuard	5 (6)	6S(e)	–5	SA	—	6(m)	—	275¥	29
Defiance EX Shocker	4	6S(e)	–5	SS	—	4(m)	—	250¥	424, SR5
Tiffani-Defiance Protector	5 (6)	7S(e)	–5	SA	—	3(m)	2	300¥	29
Yamaha Pulsar	5	7S(e)	–5	SA	—	4(m)	—	180¥	425, SR5

HOLD-OUT PISTOLS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Fichetti Tiffani Needler	5	8P(f)	+5	SA	—	4(c)	5R	1,000¥	425, SR5
Fichetti Tiffani Self-Defender 2075	4	6P	—	SS	—	4(c)	3R	356¥	30
Streetline Special	4	6P	—	SA	—	6(c)	4R	120¥	425, SR5
Walther Palm Pistol	4	7P	—	SS/BF	—	2(c)	4R	180¥	425, SR5

RUN & GUN TABLES

LIGHT PISTOLS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Light Fire 75	6(8)	6P	—	SA	—	16(c)	6F	1,250¥	425, SR5
Ares Light Fire 70	7	6P	—	SA	—	18(c)	3R	200¥	425, SR5
Beretta 201T	6	6P	—	SA/BF	(1)	21(c)	7R	210¥	425, SR5
Colt America L36	7	7P	—	SA	—	11(c)	4R	320¥	425, SR5
Fichetti Executive Action	6	7P	—	SA/BF	—	18 (c)	10R	300¥	30
Fichetti Security 600	6(7)	7P	—	SA	(1)	30(c)	6R	350¥	426, SR5
Nitama Sporter	6(7)	6P	—	SA	1	5(m)	4R	270¥	31
Shiawase Armaments Puzzler	4	6P	—	SA	—	12(c)	14R	900¥	31
Taurus Omni-6	5(6)	6P/7P	0/–1	SA/SS	—	6(cy)	3R	300¥	426, SR5

HEAVY PISTOLS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Predator V	5(7)	8P	–1	SA	—	15(c)	5R	725¥	426, SR5
Ares Viper Slivergun	4	9P(f)	+4	SA/BF	—	30(c)	8F	380¥	426, SR5
Browning Ultra-Power	5(6)	8P	–1	SA	—	10(c)	4R	640¥	426, SR5
Cavalier Deputy	6	7P	–1	SA	—	7 (cy)	3R	225¥	32
Colt Government 2066	6	7P	–1	SA	—	14(c)	7R	425¥	426, SR5
Onotari Arms Violator	5	7P	–1	SA	1	10 (c)	7R	550¥	33
PSK-3 Collapsible Heavy Pistol	4	8P	–1	SA	—	10 (c)	16F	1,050¥	32
Remington Roomsweeper	4	7P	–1	SA	—	8(m)	6R	250¥	426, SR5
w/ flechettes	—	9P(f)	+4	—	—	—	—	—	
Ruger Super Warhawk	5	9P	–2	SS	—	6(cy)	4R	400¥	427, SR5
Savalette Guardian	5 (7)	8P	–1	SA/BF	1	12 (c)	6R	870¥	33

MACHINE PISTOLS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Crusader II	5(7)	7P	—	SA/BF	2	40(c)	9R	830¥	427, SR5
Ceska Black Scorpion	5	6P	—	SA/BF	(1)	35(c)	6R	270¥	427, SR5
Onotari Arms Equalizer	4(5)	7P	—	BF/FA	(1)	12(c)	7R	750¥	34
PPSK-4 Collapsible Machine Pistol	5(7)	8P	—	SA/BF	(1)	30(c)	17F	2,800¥	34
Steyr TMP	4	7P	—	SA/BF/FA	—	30(c)	8R	350¥	427, SR5
Ultimax 70	5(6)	6P	—	BF/FA	2	15(c)	7R	800¥	35

RUN & GUN TABLES

SUBMACHINE GUNS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Colt Cobra TZ-120	4(5)	7P	—	SA/BF/FA	2(3)	32(c)	5R	660¥	427, SR5
Ares Executioner	[illegible]	[illegible]	—	SA/BF/FA	[illegible]	[illegible]	[illegible]	1,000¥	35
FN P93 Praetor	6	8P	—	SA/BF/FA	1(2)	50(c)	11F	900¥	427, SR5
HK-227	[illegible]	[illegible]	—	SA/BF/FA	[illegible]	[illegible]	[illegible]	730¥	427, SR5
HK Urban Combat	7(9)	8P	—	SA/BF/FA	2	36(c)	16F	2,300¥	36
Ingram Smartgun X	[illegible]	[illegible]	—	BF/FA	[illegible]	[illegible]	[illegible]	800¥	427, SR5
SCK Model 100	5(7)	8P	—	SA/BF	(1)	30(c)	6R	875¥	428, SR5
Uzi	[illegible]	[illegible]	—	BF	[illegible]	[illegible]	[illegible]	450¥	428, SR5

ASSAULT RIFLES

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
AK-97	5	10P	–2	SA/BF/FA	—	38(c)	4R	950¥	428, SR5
AK-98	[illegible]	[illegible]	[illegible]	SA/BF/FA	—	38(c)	[illegible]	[illegible]	36
Grenade Launcher	3	Grenade	Grenade	SS	—	6(m)	—	—	—
Ares Alpha	[illegible]	11P	–2	SA/BF/FA	2	42(c)	[illegible]	[illegible]	428, SR5
Grenade Launcher	4(6)	—	—	SS	—	6(c)	—	—	428, SR5
Ares HVAR	[illegible]	[illegible]	—	SA/BF/FA	[illegible]	50(c)	[illegible]	[illegible]	37
Colt M23	4	9P	–2	SA/BF/FA	—	40(c)	4R	550¥	428, SR5
FN HAR	[illegible]	[illegible]	[illegible]	SA/BF/FA	2	35(c)	[illegible]	[illegible]	428, SR5
HK XM30									
Assault Rifle	[illegible]	[illegible]	[illegible]	SA/BF/FA	[illegible]	30(c)	[illegible]	[illegible]	31
Carbine	6(8)	9P	–2	SA/BF/FA	(1)	30(c)	—	—	—
Sniper	[illegible]	[illegible]	[illegible]	SA	[illegible]	10(c)	—	—	—
LMG	6(8)	9P	–2	BF/FA	2(3)	100(belt)	—	—	—
Shotgun	[illegible]	[illegible]	[illegible]	SA	[illegible]	10(c)	—	—	—
Grenade Launcher	4	Grenade	Grenade	SS	—	6(c)	—	—	—
Nissan Optimum II	[illegible]	[illegible]	[illegible]	SA/BF/FA	[illegible]	30(c)	[illegible]	2,300¥	[illegible]
Shotgun	4(6)	10P	–1	SA	1	5(m)	—	—	—
Yamaha Raiden	[illegible]	[illegible]	[illegible]	BF/FA	[illegible]	60(c)	[illegible]	2,600¥	428, SR5

SNIPER RIFLES

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Desert Strike	7	13P	–4	SA	(1)	14(c)	10F	17,500¥	428, SR5
Barret Model 122	[illegible]	[illegible]	[illegible]	SA	[illegible]	[illegible]	[illegible]	38,500¥	40
Cavalier Arms Crockett EBR	6	12P	–3	SA/BF	(1)	20(c)	12F	10,300¥	428, SR5
Onotari JP-K50	[illegible]	[illegible]	[illegible]	SA/BF	[illegible]	[illegible]	[illegible]	12,500¥	39
Pioneer 60	5	10P	–1	SS	—	5(m)	2R	500¥	39
Ranger Arms SM-5	[illegible]	[illegible]	[illegible]	SA	[illegible]	[illegible]	[illegible]	28,000¥	429, SR5
Remington 950	7	12P	–4	SS	—	5(m)	4R	2,100¥	429, SR5
Ruger 100	[illegible]	[illegible]	[illegible]	SA	[illegible]	[illegible]	[illegible]	1,300¥	429, SR5
Terracotta Arms AM-47	7(9)	15P	–4	SA	1(3)	18(c)	14F	35,000¥	38

RUN & GUN TABLES

SHOTGUNS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Auto-Assault 16	4	13P	–1	SA/BF/FA	–2	10(c) or 32(d)	18F	1,800¥	40
Defiance T-250	4	10P	–1	SS/SA	—	5(m)	4R	450¥	429, SR5
Enfield AS-7	4(5)	13P	–1	SA/BF	—	10(c) or 24(d)	12F	1,100¥	429, SR5
Franchi SPAS-24	4(6)	12P	–1	SA/BF	–1	10(c)	12F	1,050¥	41
Mossberg AM-CMDT	5(7)	12P	–1	SA/BF/FA	—	10(c)	12F	1,400¥	41
PJSS Model 55	6	11P	–1	SS	(1)	2(b)	9R	1,000	429, SR5
Remington 990	4	11P	–1	SA	—	8(c)	6R	950¥	42

SPECIAL WEAPONS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares S-111 Super Squirt	3	Chemical	—	SA	—	20(c)	7R	950¥	429, SR5
Fichetti Pain Inducer	3	Special	—	SS	—	Special	11R	5,000¥	430, SR5
Parashield Dart Pistol	5	as drug/toxin	—	SA	—	5(c)	4R	600¥	430, SR5
Parashield Dart Rifle	6	as drug/toxin	—	SA	—	6(m)	6R	1,200¥	430, SR5

MACHINE GUNS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
GE Vindicator	4(6)	9P	–4	FA	–2	100 or 200(belt)	24F	6,000¥	42
SA Nemesis	5(7)	9P	–2	BF/FA	–2	50(c) or 100(belt)	16F	6,500¥	43
Ingram Valiant	5(6)	9P	–2	BF/FA	2(3)	50(c) or 100(belt)	12F	5,800¥	430, SR5
FN MAG-5	4(5)	11P	–3	FA	–2(–8)	50(c) or 100(belt)	18F	8,500¥	43
Ultamax MMG	5(6)	10P	–2	FA	–1/–6	50(c) or 100(belt)	16F	7,600¥	44
Stoner-Ares M202	5	10P	–3	FA	—	50(c) or 100 (belt)	12F	7,000¥	430, SR5
RPK HMG	5	12P	–4	FA	(6)	50(c) or 100(belt)	16F	16,300¥	430, SR5
Ruhrmetall SF-20	5(6)	12P	–4	FA	–1(–4)	50(c) or 100(belt)	18F	19,600¥	44
Ultimax HMG-2	4(5)	11P	–4	FA	–6	50(c) or 100(belt)	16F	16,000¥	45

CANNONS/LAUNCHERS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Antioch-2	4(6)	Grenade	—	SS	—	8(m)	6F	3,200¥	430, SR5
Ares Thunderstruck Gauss Rifle	7(8)	15P	–8	SA	(1)	[illegible]	24F	26,000¥	45
Ares Vigorous Assault Cannon	4	16P	–6	SS	—	12(c)	18F	24,500¥	46
ArmTech MGL-12	4	Grenade	—	SA	—	12(c)	10F	5,000¥	431, SR5
Aztechnology Striker	5	Missile	—	SS	—	1(ml)	10F	1,200¥	431, SR5
Krime Cannon	4	16P	–6	SA	(1)	6(m)	20F	21,000¥	431, SR5
Mitsubishi Yakusoku MRL	Missile	Missile	Missile	SA/BF*	—	4 x 2 (m)	20F	14,000¥	47
Ogre Hammer SWS Assault Cannon	6	16P	–4	SA	—	6(c)	20F	32,000¥	46
Onotari Arms Ballista MML	Missile	Missile	Missile	SS	—	4(m)	19F	7,500¥	46
Onotari Interceptor	4(6)	Missile	—	SS	—	2(ml)	18F	14,000¥	431, SR5
Panther XXL	5(7)	17P	–6	SS	—	15(c)	20F	43,000¥	431, SR5

RUN & GUN TABLES

LASER WEAPONS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Ares Redline	9	5P	–10	SA	—	10(c) or external source	14F	7,500¥	48
Ares Lancer MP Laser	7	7P	–10	SA	—	2 x 10(c) or external source	18F	16,000¥	48
Ares Archon Heavy MP Laser	7	10P	–10	SA	—	External source	24F	35,000¥	49

FLAMETHROWERS

ITEM	ACC	DV	AP	MODE	RC	AMMO	AVAIL	COST	PAGE
Shiawase Blazer	6	10P	–6	SA/BF/FA	—	4(c)	16F	2,200¥	50

AMMO

ITEM	DAMAGE MODIFIER	AP MODIFIER	AVAILABILITY	COST
EX-Explosive Rounds	+2	–1	14F	120
Frangible	–2	+4	2R	10
Flare	–2/+2	+2/–3	6R	20
Tracker	–2	–2	8R	150
Capsule	–4	+4	2	5

FIREARM ACCESSORIES AND MODIFICATIONS

ITEM	AVAILABILITY	COST	PAGE
Advanced safety system	4	600¥	50
Immobilizer	8	100¥	50
Self destruct	6	200¥	50
Explosive self destruct	11F	400¥	50
Electro shocker	6R	350¥	50
Airburst link	8R	600¥	431, SR5
Bayonet	4R	50¥	50
Bipod	2	200¥	431, SR5
Concealable holster	2	150¥	431, SR5
Concealed quick-draw holster	6	275¥	51
Extreme environment modification	8	Level x 1,500¥	51
Flashlight			
Standard	2	50¥	51
Low light	4	200¥	51
Infrared	6	400¥	51
Folding stock	1	30¥	51
Foregrip	2	100¥	52
Gas-vent system (Rating 1-3)	(Ratingx3)R	Rating x200¥	431, SR5
Gecko grip	6	100¥	52
Guncam	4	350¥	52

RUN & GUN TABLES

ITEM	AVAILABILITY	COST	PAGE
Gyro mount	1	1,400¥	432, SR5
Hidden arm slide	4R	350¥	432, SR5
Hip pad bracing system	4	250¥	52
Imaging scope	2	300¥	432, SR5
Improved range finder	6	2,000¥	52
Laser sight	2	125¥	432, SR5
Periscope	3	70¥	432, SR5
Peak-discharge battery packs			
Power clip	12F	400¥	52
Satchel power pack	16F	900¥	52
Power backpack	20F	2,500¥	52
Quick-draw holster	4	175¥	432, SR5
Safe target system base	6	750¥	52
Additional set of RFID or GPS data (10 sets)	6	25¥	52
Image recognition capabilities	8	300¥	52
Extra image profiles (10 profiles)	8	25¥	52
Shock pad	2	50¥	432, SR5
Slide mount	4	500¥	52
Silencer/suppressor	8F	500¥	432, SR5
Sling	—	15¥	52
Smart firing platform	12F	2,500¥	432, SR5
Smartgun system, internal	(+2)R	(Weapon Cost) x 2¥	432, SR5
Smartgun system, external	4R	200¥	432, SR5
Spare clip	4	5¥	433, SR5
Tracker	4	150¥	53
Tripod	4	500¥	433, SR5
Underbarrel Bola Launcher	8R	350¥	53
Underbarrel Chainsaw	10R	as chainsaw + 500¥	53
Underbarrel Flamethrower	as flamethrower +2	as flamethrower +200¥	53
Underbarrel Grapple Gun	8R	600¥	53
Underbarrel Grenade Launcher	10F	3,500¥	53
Underbarrel Weight	4R	50¥	53
Weapon Commlink	as commlink	as commlink + 200¥	53
Weapon Personality	8	250¥	53

RUN & GUN TABLES

ARMOR

ITEM	ARMOR RATING	AVAIL	COST	PAGE
Actioneer Business Clothes	8	8	1,500¥	437, SR5
Ares FlaShield	–5	12R	4,000¥	72
Armor clothing	6	2	450¥	437, SR5
Armor jacket	12	2	1,000¥	437, SR5
Armor vest	9	4	500¥	437, SR5
Ballistic mask	+2	6	150¥	74
Ballistic shield	+6	10R	1,500¥	438, SR5
Bike racing armor	8	8	500¥	68
Helmet	+2	6	200¥	68
Body armor bag	8	6	750¥	70
Bunker gear	6	6	3,000¥	69
Helmet	+2	6	750¥	69
Chain mail	8	8	900¥	71
Chameleon suit	9	10R	1,700¥	437, SR5
Forearm guards	+1	6	300¥	73
Form-fitting body armor	8	6	1,300¥	65
Full body armor	15	14R	2,000¥	437, SR5
Full helmet	+3	—	+500¥	437, SR5
Chemical seal	—	+6	+6,000¥	437, SR5
Environment adaptation	—	+3	+1,000¥	437, SR5
Hardened mil-spec battle armor				
Light	15	16F	15,000¥	66
Medium	18	18F	20,000¥	66
Heavy	20	22F	25,000¥	66
Helmet	+3	8F	10,000¥	66
Helmet	+2	2	100¥	438, SR5
Lined coat	9	4	900¥	437, SR5
Murder armor	13	12R	5,000¥	72
Gorepak	—	8R	200¥	72
Padded leather	7	8	600¥	72
Riot control armor	14	10R	5,000¥	69
Helmet	+2	8R	1,000¥	69
Riot shield	+6	10R	1,500¥	69
SecureTech PPP arms kit	+1	6	250¥	70
SecureTech PPP legs kit	+1	6	300¥	70
SecureTech PPP vitals kit	+1	6	350¥	70
Security Armor				
Light	15	14R	8,000¥	67
Medium	18	16R	14,000¥	67

ITEM	ARMOR RATING	AVAIL	COST	PAGE
Heavy	20	18R	20,000¥	67
Helmet	+3	6R	5,000¥	67
SWAT armor	15	16R	8,000¥	70
Helmet	+3	10R	1,500¥	70
Urban Explorer Jumpsuit	9	8	650¥	437, SR5
Helmet	+2	—	+100¥	437, SR5

HIGH-FASION ARMOR CLOTHING

ITEM	ARMOR RATING	AVAIL	COST	PAGE
Ace of Clubs	7	6	1,000¥	60
Ace of Coins	7	4	2,100¥	60
Ace of Cups	9	6	1,600¥	60
Ace of Diamonds	8	8	1,400¥	60
Ace of Hearts	7	6	1,000¥	60
Ace of Spades	7	6	1,000¥	60
Ace of Swords	7	6	1,300¥	60
Ace of Wands	8	6	1,200¥	60
Argentum coat	10/+3	8	3,100¥	58
Armanté suit/dress	8	10	2,500¥	57
Berwick dress	8	8	2,300¥	58
Berwick suit	8	8	2,600¥	58
Big Game Hunter	14	12	5,000¥	64
Crimson Sky suit	8	6	2,400¥	58
Executive Suite	12	12	2,000¥	61
Globetrotter clothing	7	6	600¥	62
Globetrotter jacket	12	10	1,300¥	63
Globetrotter vest	8	7	900¥	63
Greatcoat coat	10/+3	8	3,000¥	58
Heritage	4/6/8/10/12	10	2,000¥ + (Armor Rating x 500)	62
Industrious	9	6	1,100¥	64
Nightshade/Moonsilver	7	10	8,500¥	62
Rapid Transit	9	10	400+¥	65
Second Skin	6+2	11	12,000¥	62
Sleeping Tiger	13	10	13,500¥	61
Steampunk	10	7	2,250¥	61
Summit dress	7	7	2,200¥	58
Summit suit	8	7	2,500¥	58
Synergist Business Line	9	8	1,500¥	61
Synergist Business Line Longcoat	10/+3	8	2,300¥	61
Ulysses coat	10/+3	8	3,100¥	58
Wild Hunt	12	12	3,000¥	63

RUN & GUN TABLES

ENVIRONMENTAL PROTECTION

ITEM	ARMOR RATING	AVAIL	COST	PAGE
Arctic diver suit	1	8	3,000¥	80
Ares Arctic Forces Suit	15	16R	11,000¥	77
Ares Armored Coldsuit	9	6	1,200¥	78
Ares Armored Survivalist	8	10	1,500¥	76
Ares Polar Sneak Suit	6	16F	10,000¥	78
Coldsuit	—	4	800¥	78
Desert suit	3	8	1,000¥	75
Diving armor	7	6	1,750¥	80
Drysuit	—	6	2,500¥	79
Enclosed breathing helmet	—	8	900¥	78
Evo Armadillo Armored Space Suit	16	24R	35,000¥	82
Evo HEL Suit	8	10	3,000¥	81
Full face mask	—	8	300¥	79
Ghillie suit	4	6	600¥	75
Magnetic boots	—	12	2,500¥	83
MCT EE suit	6	10	2,500¥	82
Polar survival suit	6	8	2,000¥	76
Security spacesuit	15	24	25,000¥	81
Snake mesh socks	+2	6	50¥	76
Spacesuit	12	16	12,000¥	81
Survival bubble	4	Rating x 3	Rating x 2,000¥	83

ARMOR CUSTOMIZATIONS

ITEM	CAPACITY	AVAIL	COST	PAGE
Auto-Injector	[2]	4	1,500¥ + chemical costs	84
Chemical protection	[Rating]	6	Rating x 250¥	438, SR5
Chemical seal	6	12R	3,000¥	438, SR5
Fire resistance	[Rating]	6	Rating x 250¥	438, SR5
Fresnel Fabric	[2]	14R	Rating x 1,000¥	84
Gel packs	—	6	1,500¥	85
Insulation	[Rating]	6	Rating x 250¥	438, SR5
Nonconductivity	[Rating]	6	Rating x 250¥	438, SR5
Pulse Weave	[3]	+8R	3,000¥	84
Radiation Shielding	[Rating]	Rating x 2	Rating x 200¥	84
Response Interface Gear (RIG)	[2]+[1]	8	2,500¥	85
Ruthenium Polymer Coating (rating 1–4)	[4]	16F	Rating x 5,000¥	85
Shock frills	2	6R	250¥	438, SR5
Shock weave	[3]	8	1,000¥	84
Thermal damping	[Rating]	10R	Rating x 500¥	438, SR5
Universal Mirror Material (per square meter)	[3]	8F	Rating x 250¥	84
YNT Softweave Armor	—	+4	x2	84

COMBAT OPTIONS CHEAT SHEET

These options may be used to make combat more or less lethal. See pp. 107-110 for more information.

RG1: NO ACTION PHASE ATTACK LIMIT

The idea of keeping the attacks to one Simple Action per Action Phase was based on keeping the action spread out across all the players and keeping combat moving. If a gamemaster wants to increase the number of shots a character can take on their turn, and thus the number of rolls and amount of table time they get to use, this rule option can be used to ignore the "One Attack action per Action Phase" attached to most ranged attack tests. This optional rule eliminates the limitations on the Simple Actions that can be taken. It's highly recommended that if this option is taken, Cumulative Recoil should be given extra attention, as the modifiers will add up fast and act as a balance to nonstop shooting. This rule has no effect on melee combat, as melee attacks require Complex Actions

TARGET SIZE MODIFIERS

SIZE	MODIFIER
Minuscule	–3
Tiny	–2
Small	–1
Average	—
Bulky	+1
Large	+2
Huge	+3

Full table p. 108

RG2: TARGET SIZE MODIFIER

Aspects and options within this book are designed to make shots at targets of varying sizes, and this option blends into those. It can be used in conjunction with the Called Shot rules. This means the beefier characters are easier to hit because they're larger. There's a price to pay for being that much bigger than everyone else.

Remember that extra attack dice can translate to extra damage (every three extra attack dice will, on average, generate an extra point of damage) and should be used sparingly. Keep in mind the complexity of a device and how easily its functioning can be compromised by a relatively small amount of damage.

RG3: MOVEMENT PENALTIES BY SPEED

There are big differences between trying to hit a waddle-running obese elf and that lithe augmented troll.

This optional rule applies modifiers to actions against characters based on how fast they are moving that Action Phase and the Defense rolls of moving characters based on how maneuverable they would be at certain speeds.

MOVEMENT PENALTIES BY SPEED

MOVE DISTANCE	RANGED PENALTY	DEFENSE MODIFIER
0-6	0	0
7-12	–1	0
13-20	–2	–1
21-30	–3	–2
31-45	–4	–3
46-70	–5	–4
70+	–6	–5

RG4: ALTERNATE INITIATIVE

In this option, everyone rolls Initiative as normal using their Initiative Dice and Initiative Attribute to determine their Initiative Score. Players then proceed through the Initiative Score order based solely on whose Initiative Score is the highest. After each player takes their turn, reduce their score by 10 and allow the player with the next highest Initiative Score to act, even if that is the same character. As in regular Initiative, once all players' Initiative Scores have been reduced to 0 or less, everyone rolls again and a new Combat Turn starts.

RG5: PUTTING BULLETS AROUND ARMOR

Wants to completely negate Armor on rolls because that's the kind of game his players want to play? It's easy.

Armor ceases to be a dice pool on the Damage Resistance test and instead becomes an Attack Test penalty. It's a simple way for Armor, and the various aspects that go into its calculation, to still play a part in the roll. In these cases it's a matter of the shooter hitting the little unarmored bits instead of the armor stopping some quickly aimed incoming rounds.

When playing with this option, apply AP before the attack and use the modified Armor value as the Attack Test penalty. All damage stays the same type (Physical or Stun) and a miss remains a miss. No Grazing Hits here. And when using this method, any hit by an injection weapon has an effect. Even if the damage is resisted, the needle still made it in.

RG6: DAMAGE FOR NO DEFENSE

If an attack decreases a target's Defense Test pool below 0 dice, additional penalties are added to the DV of the attack at a rate of 1 DV per two lost dice. This makes Full Auto or Burst Fire attacks against unaware or restrained foes truly deadly.

© 2014 The Topps Company, Inc. All Rights Reserved. Shadowrun, Matrix and Crossfire are registered trademarks and/or trademarks of The Topps Company, Inc., in the United States and/or other countries. Catalyst Game Labs and the Catalyst Game Labs logo are trademarks of InMediaRes Productions, LLC.

BEAT THE STREET!

The shadows of the Sixth World have every kind of danger you can imagine. Ultra-violent gangers, flesh-eating ghouls, mages that summon spirits from toxic waste, backstabbing corporate raiders, hard-nosed police officers, and even dragons. You don't have much—mainly your guts, your wits, and your friends. But maybe that's enough. Between you and your teammates, you can sling spells, hack the Matrix, talk a tiger out of his stripes, and bring down a charging ork from a hundred yards away. Will that be enough to face down the worst the mean streets can throw at you? You're about to find out.

SHADOWRUN: CROSSFIRE is a deck-building game in one of the most popular game settings of all time. Crossing cyberpunk with fantasy and plunging players into a world dominated by ruthless megacorporations, *Crossfire* gives players the chance to dive into the world's shadows to see if they can survive. They'll have weapons, spells, contacts, and gear to help them out, and they're going to need those resources. If they play their cards right, though, they'll do more than survive—they'll become legends.

CROSSFIRE INCLUDES:

- 80 Obstacle cards
- 60 Black Market cards
- 50 Crossfire cards
- 10 Runner cards
- 100 Upgrade stickers
- 4 Role cards
- Rules booklet
- Sixth World info booklet
- 50 Nuyen tokens
- 20 Damage markers
- 3 Mission sheets
- 12 Health markers
- And more!

CREATE A LEGEND!

There are a million stories on the mean streets of the naked sprawls of the Sixth World, and they're populated by some of the most interesting people you'll ever meet. There's the human face who also happens to be a martial arts expert, the ork street samurai with a gift for tactics, the elf decker who is surprisingly resilient to gunfire, and the dwarf mage who wears shock armor to give opponents a nasty surprise. And more, so much more.

EXPANSION PACK 1 INCLUDES:

- 20 New Runner cards!
- 4 new Basic cards!
- 100 Upgrade stickers!

Your imagination and ideas aren't limited, so the characters you use in Shadowrun: Crossfire shouldn't be limited either. With Character Expansion Pack 1, you can branch out, creating whatever shadowrunner concept comes to mind, starting them on the path to being a legend!

FIN